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XF198Q - MORSE LOWERY

Data in the genomics field is booming. In just a few years, organizations such as the National Institutes of Health (NIH) will host 50+ petabytes—or over 50 million gigabytes—of genomic data, and they're turning to cloud infrastructure to make that data available to the research community. How do you adapt analysis tools and protocols to access and analyze that volume of data in the cloud? With this practical book, researchers will learn how to work with genomics algorithms using open source tools including the Genome Analysis Toolkit (GATK), Docker, WDL, and Terra. Geraldine Van der Auwera, longtime custodian of the GATK user community, and Brian O'Connor of the UC Santa Cruz Genomics Institute, guide you through the process. You'll learn by working with real data and genomics algorithms from the field. This book covers: Essential genomics and computing technology background Basic cloud computing operations Getting started with GATK, plus three major GATK Best Practices pipelines Automating analysis with scripted workflows using WDL and Cromwell Scaling up workflow execution in the cloud, including parallelization and cost optimization Interactive analysis in the cloud using Jupyter notebooks Secure collaboration and computational reproducibility using Terra

Create media-rich client applications using JavaFX 9 and the Java 9 platform. Learn to create GUI-based applications for mobile devices, desktop PCs, and even the web. Incorporate media such as audio and video into your applications. Interface with hardware devices such as Arduino and Leap Motion. Respond to gesture control through devices such as the Leap Motion Controller. Take advantage of the new HTTP2 API to make RESTful web requests and WebSockets calls. New to this edition are examples of creating stylized text and loading custom fonts, guidance for working with Scene Builder to create visual layouts, and new content on developing iOS and Android applications using Gluon mobile. The book also covers advanced topics such as custom controls, JavaFX 3D, gesture devices, printing, and animation. Best of all, the book is full of working code that

you can adapt and extend to all your future projects. Is your goal to develop visually exciting applications in the Java language? Then this is the book you want at your side. JavaFX 9 by Example is chock-full of engaging, fun-to-work examples that bring you up to speed on the major facets of JavaFX 9. You'll learn to create applications that look good, are fun to use, and that take advantage of the medium to present data of all types in ways that engage the user and lead to increased productivity. The book: Has been updated with new content on modular development, new APIs, and an example using the Scene Builder tool Is filled with fun and practical code examples that you can modify and drop into your own projects Includes an example using Arduino and an accelerometer sensor to track motion in 3D Helps you create JavaFX applications for iOS and Android devices What You'll Learn Work with touch-based interfaces Interpret gesture-based events Use shapes, color, text, and UI controls to create a simple click and point game Add audio and video to your projects Utilize JavaFX 3D Create custom controls using CSS, SVG, and Canvas APIs Organize code into modules using Java Platform Module System (Project Jigsaw) Who This Book Is For Java developers developing visual and media-rich applications to run on PCs, phones, tablets, Arduino controllers, and more. This includes developers tasked with creating visualizations of data from statistical analysis and from sensor networks. Any developer wanting to develop a polished user-interface in Java will find much to like in this book.

This book assumes a basic level of experience with standard web development. If you've used jQuery Mobile before, you're good to go. Otherwise, you can pick it up along the way.

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 ergo-

nomics, 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.

Do you want to learn to code but don't know where to start? This book cuts through the noise and gives you a no-nonsense guide to learning and landing your first job as a software developer. Each chapter leaves you with actionable steps so you can get started right away. Here are the topics covered: * How to create a learning plan * How, when, and where to network as a software developer * How to market yourself to look professional * How to handle job applications and interviews * How to land your first job in the industry This is version 2 and has been completely updated and re-edited based off of feedback and changes in the tech industry.

Bring the power of functional programming to your PHP applications. From performance optimizations to concurrency, improved testability to code brevity, function-

al programming has a host of benefits when compared to traditional imperative programming. Part one of Pro Functional PHP Programming takes you through the basics of functional programming, outlining the key concepts and how they translate into standard PHP functions and code. Part two takes this theory and shows you the strategies for implementing it to solve real problems in your new or existing PHP applications. Functional programming is popular in languages such as Lisp, Scheme and Clojure, but PHP also contains all you need to write functional code. This book will show you how to take advantage of functional programming in your own projects, utilizing the PHP programming language that you already know. What You'll Learn Discover functional programming in PHP Work with functional programming functions Design strategies for high-performance applications Manage business logic with functions Use functional programming in object-oriented and procedural applications Employ helper libraries in your application Process big data with functional PHP Who This Book Is For Programmers and web developers with experience of PHP who are looking to get more out of their PHP coding and be able to do more with PHP.

Pro Express.js is for the reader who wants to quickly get up-to-speed with Express.js, the flexible Node.js framework. Author Azat Mardan clearly explains how to start developing with Express.js with a basic 'Hello World', and then delves into a deep API reference, before looking at common and abstract development problems. Lastly, you will learn how to build a series of real-world apps in order to cement your knowledge. In order to get the best from this book, you will be familiar with Node.js scripts and able to install packages using npm. In the deep API reference, each aspect of the Express.js API is explained clearly with a simple exercise to demonstrate its usage. This includes configuration, settings and environments; different middleware and its uses; templating engines; extracting parameters and routing; request and response; error handling; and running an app. In the next part you'll delve into abstraction, streams, authentication, multithreading, Socket.io, security, and more complex modules. You will also learn about smaller frameworks built using Express.js, such as Sails.js, and Derby. Finally you'll build real-world apps including a REST API, Todo App, and Instagram gallery. Express.js is used by a range of well-known companies such as MySpace and Storify, and it's becoming more and more likely that it'll be a required skill for new developers. With this book you can

skip learning via complicated documentation, and get the information from a developer who's been using Express.js for long enough to explain things well. Add Pro Express.js to your library today.

This book constitutes revised selected papers from the 18th Workshop on e-Business, WeB 2019, which took place in Munich, Germany, in December 2019. The purpose of WeB is to provide a forum for researchers and practitioners to discuss findings, novel ideas, and lessons learned to address major challenges and map out the future directions for e-Business. The WeB 2019 theme was "Smart Business: Technology and Data Enabled Innovative Business Models and Practices." The 20 papers included in this volume were carefully reviewed and selected from a total of 42 submissions. The contributions are organized in topical sections as follows: crowdfunding and blockchain; business analytics; digital platforms and social media; managing e-Business projects and processes; and global e-Business.

This book constitutes the proceedings of the 17th International Conference on Practical Applications of Agents and Multi-Agent Systems, PAAMS 2019, held in Ávila, Spain, in June 2019. The 19 regular and 14 demo papers presented in this volume were carefully reviewed and selected from 55 submissions. They deal with the application and validation of agent-based models, methods, and technologies in a number of key applications areas, including: Agronomy and Internet of Things, coordination and structure, finance and energy, function and autonomy, humans and societies, reasoning and optimization, traffic and routing.

In just 24 sessions of one hour or less, Sams Teach Yourself Python in 24 Hours will help you get started fast, master all the core concepts of programming, and build anything from websites to games. Using this book's straightforward, step-by-step approach, you'll move from the absolute basics through functions, objects, classes, modules, database integration, and more. Every lesson and case study application builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common Python development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. Notes present interesting information related to the discussion. Tips offer advice or show you easier ways to perform tasks. Warnings alert you to possible problems and give you advice on how to avoid them. Learn how to... Install and run the right ver-

sion of Python for your operating system Store, manipulate, reformat, combine, and organize information Create logic to control how programs run and what they do Interact with users or other programs, wherever they are Save time and improve reliability by creating reusable functions Master Python data types: numbers, text, lists, and dictionaries Write object-oriented programs that work better and are easier to improve Expand Python classes to make them even more powerful Use third-party modules to perform complex tasks without writing new code Split programs to make them more maintainable and reusable Clearly document your code so others can work with it Store data in SQLite databases, write queries, and share data via JSON Simplify Python web development with the Flask framework Quickly program Python games with PyGame Avoid, troubleshoot, and fix problems with your code

Learn what a microservices architecture is, its advantages, and why you should consider using one when starting a new application. The book describes how taking a microservices approach from the start helps avoid the complexity and expense of moving to a service-oriented approach after applications reach a critical code base size or traffic load. Microservices from Day One discusses many of the decisions you face when adopting a service-oriented approach and defines a set of rules to follow for easily adopting microservices. The book provides simple guidelines and tips for dividing a problem domain into services. It also describes best practices for documenting and generating APIs and client libraries, testing applications with service dependencies, optimizing services for client performance, and much more. Throughout the book, you will follow the development of a sample project to see how to apply the best practices described. What You Will Learn: Apply guidelines and best practices for developing projects that use microservices Define a practical microservices architecture at the beginning of a project that allows for fast development Define and build APIs based on real-world best practices Build services that easily scale by using tools available in most programming languages Test applications in a distributed environment Who This Book is For: Software engineers and web developers who have heard about microservices, and want to either move the project/applications they work on to a service-oriented environment, or want to start a new project knowing that building services helps with ease of scaling and maintainability. The book is a reference for developers who have a desire to build software in smaller, more focused and man-

ageable chunks, but do not know how to get started.

You've got a great idea for an Apple Watch app. But how do you get your app from idea to wrist? This book shows you how to make native watchOS apps for Apple's most personal device yet. You'll learn how to display beautiful interfaces to the user, how to use the watch's heart rate monitor and other hardware features, and the best way to keep everything in sync across your users' devices. New in this edition is coverage of native apps for watchOS 2. With the new version of the WatchKit SDK in Xcode 7, your apps run directly on the watch. On Apple Watch, your app is right on your users' wrists, making your code closer than ever before. Create native watchOS apps by extending your iPhone app with a WatchKit Extension, giving your users quick access to your app's most important features and an intimate user experience that's always within arm's reach. You won't just be creating apps - with Glances to provide timely information, notifications to inform your users of the latest updates, and watch face complications to show your users data as soon as they raise their wrists, your watchOS apps will be the best the App Store has to offer. Any book can teach you how to make a watch app. This book will help focus your efforts and refine your app's feature set. Which features make sense on the watch? How should you organize them? You'll learn what to consider when judging watch app features, allowing you to come up with the best strategy for your app. You'll test your apps on real Apple Watch hardware, and by the end of this book, you'll be ready to ship to the App Store. What You Need: You'll need a Mac running OS X Yosemite capable of running Xcode 7 or later. To build your apps for your Apple Watch, you'll need to be running watchOS 2 or later, connected to a compatible iPhone.

To learn about software-testing job opportunities and practice with sample scripts on how to automate software applications using Selenium Webdriver, TestNG, JUnit, Cucumber BDD within Eclipse-based Java Projects and build an extensive Data Driven Automation Framework that consists of Screenshot capability, Log4J Integration, XSLT Reporting, Parameterisation, Object Repositories, Excel Sheets-based Data Input/Outputs, Cross Browser Tests using Firefox, Chrome and Internet Explorer, this book is an unmatched one. You can also enhance tests with Page Object Model, Reuse Selenium IDE scripts to Load Testing using JMeter!

Choose the best approach for your app and implement your solution quickly by lev-

eraging complete projects. This book is a collection of practical projects that use advanced Android techniques and approaches, written by Android instructor Mark Wickham. Mark has taught a series of popular classes at Android development conferences since 2013 and Practical Android covers content from his most popular classes. Each chapter covers an important concept and provides you with a deep dive into the implementation. The book is an ideal resource for developers who have some development experience, but may not be Android or mobile development experts. Each chapter includes at least one complete project to show the reader how to implement the concepts. What You'll Learn Apply JSON in Android Work with connectivity, which covers all aspects of HTTP in Android Determine if your server is reachable Use lazy loading, a common pattern for most apps and which is not trivial to implement Take advantage of remote crashlogs to implement a solution for your apps so you know when they crash and can provide timely fixes Implement push messaging to take your app to the next level Develop with Android Audio, which provides complete coverage of all the Android audio APIs and synthesis engines Who This Book Is For Those with prior experience with using Android and have a strong Java background.

This book introduces novel techniques and algorithms necessary to support the formation of social networks. Concepts such as link prediction, graph patterns, recommendation systems based on user reputation, strategic partner selection, collaborative systems and network formation based on 'social brokers' are presented. Chapters cover a wide range of models and algorithms, including graph models and a personalized PageRank model. Extensive experiments and scenarios using real world datasets from GitHub, Facebook, Twitter, Google Plus and the European Union ICT research collaborations serve to enhance reader understanding of the material with clear applications. Each chapter concludes with an analysis and detailed summary. Social Network-Based Recommender Systems is designed as a reference for professionals and researchers working in social network analysis and companies working on recommender systems. Advanced-level students studying computer science, statistics or mathematics will also find this book useful as a secondary text.

This book contains a selection of the latest research in the field of Computational Social Science (CSS) methods, uses, and results, as presented at the 2018 annual conference of the CSSSA. This conference was held in Santa Fe, New Mexico, October 25

- 28, 2018, at the Drury Plaza Hotel. CSS investigates social and behavioral dynamics in both nature and society, through computer simulation, network analysis, and the science of complex systems. The Computational Social Science Society of the Americas (CSSSA) is a professional society that aims to advance the field of CSS in all its areas, from fundamental principles to real-world applications, by holding conferences and workshops, promoting standards of scientific excellence in research and teaching, and publishing novel research findings. What follows is a diverse representation of new approaches and research findings, using the tools of CSS and Agent-Based Modeling (ABM) in exploring complex phenomena across many different domains. Readers will not only have the methods and results of these specific projects on which to build, but will also gain a greater appreciation for the broad scope of CSS, and have a wealth of case-study examples that can serve as meaningful exemplars for new research projects and activities. This book, we hope, will appeal to any researchers and students working in the social sciences, broadly defined, who aim to better understand and apply the concepts of Complex Adaptive Systems to their work.

Enrich your software design skills and take a guided tour of the wild, vast, and untamed frontier that is JavaScript development. Especially useful for frontend developers, this revision includes specific chapters on React and VueJS, as well as an updated one on Angular. To help you get the most of your new skills, each chapter also has a "further reading" section. This book will serve as an introduction to both new and well established libraries and frameworks, such as Angular, VueJS, React, Grunt, Yeoman, RequireJS, Browserify, Knockout, Kraken, Async.js, Underscore, and Lodash. It also covers utilities that have gained popular traction and support from seasoned developers and tools applicable to the entire development stack, both client- and server-side. While no single book can possibly cover every JavaScript library of value, JavaScript Frameworks for Modern Web Development focuses on incredibly useful libraries and frameworks that production software uses. You will be treated to detailed analyses and sample code for tools that manage dependencies, structure code in a modular fashion, automate repetitive build tasks, create specialized servers, structure client side applications, facilitate horizontal scaling, and interacting with disparate data stores. What You'll Learn Work with a variety of JavaScript frameworks, such as Angu-

lar, Vue, React, RequireJS, Knockout, and more Choose the right framework for different types of projects Employ the appropriate libraries and tools in your projects Discover useful JavaScript development tools such as Grunt, Yeoman, Lodash, etc. Who This Book Is For Web developers of all levels of ability; particularly relevant for front-end developers, server-side coders, and developers interested in learning JavaScript.

The things you need to do to set up a new software project can be daunting. First, you have to select the back-end framework to create your API, choose your database, set up security, and choose your build tool. Then you have to choose the tools to create your front end: select a UI framework, configure a build tool, set up Sass processing, configure your browser to auto-refresh when you make changes, and configure the client and server so they work in unison. If you're building a new application using Spring Boot and Angular, you can save days by using JHipster. JHipster generates a complete and modern web app, unifying: - A high-performance and robust Java stack on the server side with Spring Boot - A sleek, modern, mobile-first front-end with Angular and Bootstrap - A robust microservice architecture with the JHipster Registry, Netflix OSS, the ELK stack, and Docker - A powerful workflow to build your application with Yeoman, Webpack, and Maven/Gradle

Jamstack = JavaScript, APIs, and Markup. Use established standard technologies to build super-fast static websites without sacrificing rich, dynamic features. In *The Jamstack Book*, you will learn how to: Use different static site generators to build websites Deploy Jamstack sites with 11ty, Next.js, Hugo, and Jekyll Add dynamic capabilities like form processing and eCommerce Enhance your Jamstack site with serverless capabilities Integrate a CMS with a Jamstack site Jamstack sites use JavaScript, APIs, and Markup to create fast, dynamic pages without the overhead of heavyweight frameworks. *The Jamstack Book* is your essential guide to this exciting new web architecture. Written by renowned Jamstack experts Raymond Camden and Brian Rinaldi, it's filled with real-world projects to develop and hone your skills. You'll learn how to lay out and generate a site, set up your own CMS, and add dynamic features like user logins and search functionality. Confusing jargon is demystified. Plus, you'll get the chance to try out different static site generators and find the one that works best for you. Pick up this book today, and you'll discover how the Jamstack answers your need for speed and simplicity. About the Technolo-

gy JavaScript, APIs, and pre-rendered Markup put the JAM in Jamstack. This modern web architecture delivers the quick load times of static sites along with the dynamic functionality you need for user-friendly interactive features. Built with lightweight standards and tools, Jamstack sites are fast, secure, easy to maintain, and naturally optimized for mobile and SEO. About the Book *The Jamstack Book* teaches effectively by creating a portfolio of sites, ranging from a simple blog to an eCommerce store. Each new project introduces important skills, including cloud deployment, user logins, and search. You'll get hands-on experience with tools like 11ty, Next.js, and Netlify. As your skills grow, the examples become more sophisticated, including serverless technology, dynamic forms, and an integrated CMS. What's Inside Use different static site generators to build websites Add dynamic capabilities like form processing and eCommerce Enhance your Jamstack site with serverless capabilities Integrate a CMS with a Jamstack site About the Reader For web developers and CMS site developers. About the Authors Raymond Camden is the author of multiple books on web development and has been blogging and presenting for almost twenty years. Brian Rinaldi has been involved in static site and Jamstack development since the early days. Quotes Very much a practitioner's guide to the Jamstack. Take a tour with two experienced Jamstack developers, and learn how to get productive. - From the Foreword by Mathias Biilmann Christensen, CEO and Co-founder, Netlify Gives you all the resources you need to build lightning-quick Jamstack sites using familiar technologies. - Theo Despoudis, WP Engine Great for building your first Jamstack website, from choosing the correct framework to deployment and production. - Matej Strašek, Exoticca Clear and complete....If you want to master the Jamstack, this is the book to read! - Fabrice Gouédard, Cinéville. *Django 3 Practical Ebook* for people who want to learn django for building applications

If you're new to GitHub, this concise book shows you just what you need to get started and no more. It's perfect for project and product managers, stakeholders, and other team members who want to collaborate on a development project—whether it's to review and comment on work in progress or to contribute specific changes. It's also great for developers just learning GitHub. GitHub has rapidly become the default platform for software development, but it's also ideal for other text-based documents, from contracts to screenplays.

This hands-on book shows you how to use GitHub's web interface to view projects and collaborate effectively with your team. Learn how and why people use GitHub to collaborate View the status of a project—recent changes, outstanding work, and historic changes Create and edit files through GitHub without learning Git Suggest changes to projects you don't have permission to edit directly Use tools like issues, pull requests, and branches to specify and collaborate on changes Create a new GitHub repository to control who has access to your project

This book will teach you what you need to know to start using GitHub effectively for collaborating and working on your software projects. Key Features Effectively use GitHub by learning its key features to leverage the power of Git and make collaboration on code easy to work with. Be more productive on the development workflow of your projects using the valuable toolset that GitHub provides. Explore the world of GitHub by following simple, step-by-step, real-world scenarios accompanied by helpful, explanatory screenshots. Book Description Whether you are an experienced developer or a novice, learning to work with Version Control Systems is a must in the software development world. Git is the most popular tool for that purpose, and GitHub was built around it, leveraging its powers by bringing it to the web. Starting with the basics of creating a repository, you will then learn how to manage the issue tracker, the place where discussions about your project take place. Continuing our journey, we will explore how to use the wiki and write rich documentation that will accompany your project. You will also master organization/team management and some of the features that made GitHub so well known, including pull requests. Next, we will focus on creating simple web pages hosted on GitHub and lastly, we will explore the settings that are configurable for a user and a repository. What you will learn Create and upload repositories to your account Create organizations and manage teams with different access levels on repositories Use the issue tracker effectively and add context to issues with labels and milestones Create, access, and personalize your user account and profile settings Build a community around your project using the sophisticated tools GitHub provides Create GitHub pages and understand web analytics Who this book is for This book is for experienced or novice developers with a basic knowledge of Git. If you ever wanted to learn how big projects such as Twitter, Google, or even GitHub collaborate on code, then this book is for you.

Beginning Backbone.js is your step-by-step guide to learning and using the Backbone.js library in your web projects. Backbone.js is one of the most popular JavaScript libraries among web developers, used to create modular, single-page web apps. This book takes you from downloading Backbone.js and its dependencies all the way to using more advanced libraries to structure your application architecture, and everything in between. With a real-world, practical approach, you will learn how you can integrate Backbone.js into the center of your JavaScript stack, and create scalable applications. James Sugrue shows you how to implement all aspects of templating, work efficiently with RequireJS, and fully understand Grunt and all its plugins. Armed with this knowledge you'll be able to architect a continuous integration system that is key to real-world applications. With the explosion of JavaScript-based applications on the web, the need for more structured approaches to code management is more important than ever. Backbone.js helps create applications that separate models from views, enabling developers to avoid spaghetti code. Beginning Backbone.js will gently guide you into this amazingly powerful library, and help you ramp up to building professional applications. Integrate Backbone.js into your work today with this indispensable book.

JavaScript Frameworks for Modern Web Dev is your guide to the wild, vast, and untamed frontier that is JavaScript development. The JavaScript tooling landscape has grown and matured drastically in the past several years. This book will serve as an introduction to both new and well established libraries, frameworks, and utilities that have gained popular traction and support from seasoned developers. It covers tools applicable to the entire development stack, both client- and server-side. While no single book can possibly cover every JavaScript library of value, JavaScript Frameworks for Modern Web Dev focuses on incredibly useful libraries and frameworks that production software uses. You will be treated to detailed analyses and sample code for tools that manage dependencies, structure code in a modular fashion, automate repetitive build tasks, create specialized servers, structure client side applications, facilitate horizontal scaling, and interacting with disparate data stores. The libraries and frameworks covered include Bower, Grunt, Yeoman, PM2, RequireJS, Browserify, Knockout, AngularJS, Kraken, Mach, Mongoose, Knex, Bookshelf, Faye, Q, Async.js, Underscore, and Lodash. Written from first-hand experience, you will benefit from the glorious victories and innumerable failures of two experienced pro-

fessionals, gain quick insight into hurdles that aren't always explicitly mentioned in API documentation or Readmes, and quickly learn how to use JavaScript frameworks and libraries like a Pro. Enrich your development skills with JavaScript Frameworks for Modern Web Dev today.

Build production-ready machine learning and NLP systems using functional programming, development platforms, and cloud deployment. **KEY FEATURES** ● In-depth explanation and code samples highlighting the features of the Julia language. ● Extensive coverage of the Julia development ecosystem, package management, DevOps environment integration, and performance management tools. ● Exposure to the most important Julia packages that aid in Data and Text Analytics and Deep Learning. **DESCRIPTION** The Julia Programming language enables data scientists and programmers to create prototypes without sacrificing performance. Nonetheless, skeptics question its readiness for production deployments as a new platform with a 1.0 release in 2018. This book removes these doubts and offers a comprehensive glimpse at the language's use throughout developing and deploying production-ready applications. The first part of the book teaches experienced programmers and scientists about the Julia language features in great detail. The second part consists of gaining hands-on experience with the development environment, debugging, programming guidelines, package management, and cloud deployment strategies. In the final section, readers are introduced to a variety of third-party packages available in the Julia ecosystem for Data Processing, Text Analytics, and developing Deep Learning models. This book provides an extensive overview of the programming language and broadens understanding of the Julia ecosystem. As a result, it assists programmers, scientists, and information architects in selecting Julia for their next production deployments. **WHAT YOU WILL LEARN** ● Get to know the complete fundamentals of Julia programming. ● Explore Julia development frameworks and how to work with them. ● Dig deeper into the concepts and applications of functional programming. ● Uncover the Julia infrastructure for development, testing, and deployment. ● Learn to practice Julia libraries and the Julia package ecosystem. ● Processing Data, Deep Learning, and Natural Language Processing with Julia. **WHO THIS BOOK IS FOR** This book is for Data Scientists and application developers who want to learn about Julia application development. No prior Julia knowledge is required but knowing the basics of program-

ming helps understand the objectives of this book. **TABLE OF CONTENTS** 1. Getting Started 2. Data Types 3. Conditions, Control Flow, and Iterations 4. Functions and Methods 5. Collections 6. Arrays 7. Strings 8. Metaprogramming 9. Standard Libraries Module 2. The Development Environment 10. Programming Guidelines in Julia 11. Performance Management 12. IDE and Debugging 13. Package Management 14. Deployment Module 3. Packages in Julia 15. Data Transformations 16. Text Analytics 17. Deep Learning

The four volume set LNCS 9947, LNCS 9948, LNCS 9949, and LNCS 9950 constitutes the proceedings of the 23rd International Conference on Neural Information Processing, ICONIP 2016, held in Kyoto, Japan, in October 2016. The 296 full papers presented were carefully reviewed and selected from 431 submissions. The 4 volumes are organized in topical sections on deep and reinforcement learning; big data analysis; neural data analysis; robotics and control; bio-inspired/energy efficient information processing; whole brain architecture; neurodynamics; bioinformatics; biomedical engineering; data mining and cybersecurity workshop; machine learning; neuromorphic hardware; sensory perception; pattern recognition; social networks; brain-machine interface; computer vision; time series analysis; data-driven approach for extracting latent features; topological and graph based clustering methods; computational intelligence; data mining; deep neural networks; computational and cognitive neurosciences; theory and algorithms. A comprehensive guide to programming with network sockets, implementing Internet protocols, designing IoT devices, and much more with C **Key Features** Leverage your C or C++ programming skills to build powerful network applications Get to grips with a variety of network protocols that allow you to load web pages, send emails, and do much more Write portable network code for operating systems such as Windows, Linux, and macOS **Book Description** Network programming, a challenging topic in C, is made easy to understand with a careful exposition of socket programming APIs. This book gets you started with modern network programming in C and the right use of relevant operating system APIs. This book covers core concepts, such as hostname resolution with DNS, that are crucial to the functioning of the modern web. You'll delve into the fundamental network protocols, TCP and UDP. Essential techniques for networking paradigms such as client-server and peer-to-peer models are explained with the help of practical examples. You'll also study HTTP and HTTPS (the protocols responsible for web pages)

from both the client and server perspective. To keep up with current trends, you'll apply the concepts covered in this book to gain insights into web programming for IoT. You'll even get to grips with network monitoring and implementing security best practices. By the end of this book, you'll have experience of working with client-server applications, and be able to implement new network programs in C. The code in this book is compatible with the older C99 version as well as the latest C18 and C++17 standards. Special consideration is given to writing robust, reliable, and secure code that is portable across operating systems, including Winsock sockets for Windows and POSIX sockets for Linux and macOS. What you will learn

Uncover cross-platform socket programming APIs
Implement techniques for supporting IPv4 and IPv6
Understand how TCP and UDP connections work over IP
Discover how hostname resolution and DNS work
Interface with web APIs using HTTP and HTTPS
Acquire hands-on experience with Simple Mail Transfer Protocol (SMTP)
Apply network programming to the Internet of Things (IoT)
Who this book is for
If you're a developer or a system administrator who wants to enter the world of network programming, this book is for you. Basic knowledge of C programming is assumed. This book covers both classical and modern models in deep learning. The primary focus is on the theory and algorithms of deep learning. The theory and algorithms of neural networks are particularly important for understanding important concepts, so that one can understand the important design concepts of neural architectures in different applications. Why do neural networks work? When do they work better than off-the-shelf machine-learning models? When is depth useful? Why is training neural networks so hard? What are the pitfalls? The book is also rich in discussing different applications in order to give the practitioner a flavor of how neural architectures are designed for different types of problems. Applications associated with many different areas like recommender systems, machine translation, image captioning, image classification, reinforcement-learning based gaming, and text analytics are covered. The chapters of this book span three categories: The basics of neural networks: Many traditional machine learning models can be understood as special cases of neural networks. An emphasis is placed in the first two chapters on understanding the relationship between traditional machine learning and neural networks. Support vector machines, linear/logistic regression, singular value decomposition, matrix factorization, and recommender sys-

tems are shown to be special cases of neural networks. These methods are studied together with recent feature engineering methods like word2vec. Fundamentals of neural networks: A detailed discussion of training and regularization is provided in Chapters 3 and 4. Chapters 5 and 6 present radial-basis function (RBF) networks and restricted Boltzmann machines. Advanced topics in neural networks: Chapters 7 and 8 discuss recurrent neural networks and convolutional neural networks. Several advanced topics like deep reinforcement learning, neural Turing machines, Kohonen self-organizing maps, and generative adversarial networks are introduced in Chapters 9 and 10. The book is written for graduate students, researchers, and practitioners. Numerous exercises are available along with a solution manual to aid in classroom teaching. Where possible, an application-centric view is highlighted in order to provide an understanding of the practical uses of each class of techniques.

This book is your concise guide to Ansible, the simple way to automate apps and IT infrastructure. In less than 250 pages, this book takes you from knowing nothing about configuration management to understanding how to use Ansible in a professional setting. You will learn how to create an Ansible playbook to automatically set up an environment, ready to install an open source project. You'll extract common tasks into roles that you can reuse across all your projects, and build your infrastructure on top of existing open source roles and modules that are available for you to use. You will learn to build your own modules to perform actions specific to your business. By the end you will create an entire cluster of virtualized machines, all of which have your applications and all their dependencies installed automatically. Finally, you'll test your Ansible playbooks. Ansible can do as much or as little as you want it to. Ansible: From Beginner to Pro will teach you the key skills you need to be an Ansible professional. You'll be writing roles and modules and creating entire environments without human intervention in no time at all – add it to your library today. What You Will Learn
Learn why Ansible is so popular and how to download and install it
Create a playbook that automatically downloads and installs a popular open source project
Use open source roles to complete common tasks, and write your own specific to your business
Extend Ansible by writing your own modules
Test your infrastructure using Test Kitchen and ServerSpec
Who This Book Is For
Developers that currently create development and

production environments by hand. If you find yourself running `apt-get install` regularly, this book is for you. Ansible adds reproducibility and saves you time all at once. Ansible: From Beginner to Pro is great for any developer wanting to enhance their skillset and learn new tools.

This book constitutes the refereed proceedings of the 13th Colombian Conference on Computing, CCC 2018, held in Cartagena, Colombia, in September 2018. The 46 revised full papers presented were carefully reviewed and selected from 194 submissions. The papers deal with the following topics: information and knowledge management, software engineering and IT architectures, educational informatics, intelligent systems and robotics, human-computer interaction, distributed systems and large-scale architectures, image processing, computer vision and multimedia, security of the information, formal methods, computational logic, and theory of computation.

Build, test, and deploy code right from your GitHub repository by automating, customizing, and executing software development workflows with GitHub Actions
Key Features
Enhance your CI/CD and DevOps workflows using GitHub Actions
Discover how to create custom GitHub Actions using Docker and JavaScript
Get up and running with building a CI/CD pipeline effectively
Book Description
GitHub Actions is one of the most popular products that enables you to automate development tasks and improve your software development workflow. Automating Workflows with GitHub Actions uses real-world examples to help you automate everyday tasks and use your resources efficiently. This book takes a practical approach to helping you develop the skills needed to create complex YAML files to automate your daily tasks. You'll learn how to find and use existing workflows, allowing you to get started with GitHub Actions right away. Moving on, you'll discover complex concepts and practices such as self-hosted runners and writing workflow files that leverage other platforms such as Docker as well as programming languages such as Java and JavaScript. As you advance, you'll be able to write your own JavaScript, Docker, and composite run steps actions, and publish them in GitHub Marketplace! You'll also find instructions to migrate your existing CI/CD workflows into GitHub Actions from platforms like Travis CI and GitLab. Finally, you'll explore tools that'll help you stay informed of additions to GitHub Actions along with finding technical support and staying engaged with the community. By the end of this GitHub book, you'll have developed the skills and experience needed

to build and maintain your own CI/CD pipeline using GitHub Actions. What you will learn Get to grips with the basics of GitHub and the YAML syntax Understand key concepts of GitHub Actions Find out how to write actions for JavaScript and Docker environments Discover how to create a self-hosted runner Migrate from other continuous integration and continuous delivery (CI/CD) platforms to GitHub Actions Collaborate with the GitHub Actions community and find technical help to navigate technical difficulties Publish your workflows in GitHub Marketplace Who this book is for This book is for anyone involved in the software development life cycle, for those looking to learn about GitHub Actions and what can be accomplished, and for those who want to develop a new skill to help them advance their software development career. If you are new to GitHub and GitHub Actions in general, then this book is for you. Basic knowledge of GitHub as a platform will help you to get the most out of this book.

Pro Git (Second Edition) is your fully-updated guide to Git and its usage in the modern world. Git has come a long way since it was first developed by Linus Torvalds for Linux kernel development. It has taken the open source world by storm since its inception in 2005, and this book teaches you how to use it like a pro. Effective and well-implemented version control is a necessity for successful web projects, whether large or small. With this book you'll learn how to master the world of distributed version workflow, use the distributed features of Git to the full, and extend Git to meet your every need. Written by Git pros Scott Chacon and Ben Straub, Pro Git (Second Edition) builds on the hugely successful first edition, and is now fully updated for Git version 2.0, as well as including an indispensable chapter on GitHub. It's the best book for all your Git needs.

Time series data analysis is increasingly important due to the massive production of such data through the internet of things, the digitalization of healthcare, and the rise of smart cities. As continuous monitoring and data collection become more common, the need for competent time series analysis with both statistical and machine learning techniques will increase. Covering innovations in time series data analysis and use cases from the real world, this practical guide will help you solve the most common data engineering and analysis challenges in time series, using both traditional statistical and modern machine learning techniques. Author Aileen Nielsen offers an accessible, well-rounded introduction to time series in

both R and Python that will have data scientists, software engineers, and researchers up and running quickly. You'll get the guidance you need to confidently: Find and wrangle time series data Undertake exploratory time series data analysis Store temporal data Simulate time series data Generate and select features for a time series Measure error Forecast and classify time series with machine or deep learning Evaluate accuracy and performance

*** Updated January 2023 *** Ada (ADA) is a native cryptocurrency that runs on Cardano, a third-generation, decentralized public blockchain that aims to protect user privacy, while remaining flexible for regulation. Cardano is spearheaded by Charles Hoskinson who began in crypto with his course Bitcoin or How I Learned to Stop Worrying and Love Crypto. He subsequently went on to be a co-founder of BitShares and Ethereum before co-founding Cardano in 2015. Cardano is named after Gerolamo Cardano, an influential mathematician in the Renaissance. The platform aims to solve three issues with traditional cryptocurrencies: Sustainability, Scalability & Interoperability. This book is mainly for Cardano newcomers. It does not go deep into the weeds of the technical research papers, nor explore concepts in great detail. The goal is to give a broad overview of Cardano with explainers from Everipedia and Charles Hoskinson quotes where relevant. "This is a super-impressive piece of work on #Cardano from John Greene. Congratulations. And thank you. Every self-respecting kindle (or bookshelf) needs to sport one this summer" - Tim Harrison, IOG VP Community & Ecosystem Communications "This is the Bible of Cardano" - Kristian Portz, NMRK COO "Thanks for making my dreams available to the masses" - Charles Hoskinson, IOG CEO & Founder For more details, see www.CardanoBook.com

Unleash the power of collaborative development workflow using GitHub, one step at a time About This Book • Effectively use GitHub by learning its key features that leverage the power of Git and make collaboration on code easy to work with. • Be more productive on the development workflow of your projects using the valuable toolset that GitHub provides. • Explore the world of GitHub by following simple step-by-step real world scenarios accompanied by helpful, explanatory screenshots Who This Book Is For Intended for experienced or novice developers with a basic knowledge of Git. If you ever wanted to learn how big projects like Twitter, Google or even GitHub collaborate on code then this book is for you What You Will Learn • Create and upload repositories to your account • Create organizations and manage teams with

different access levels on repositories • Use effectively the issue tracker and add context to issues with labels and milestones • Schedule and release versions of your software • Work effectively with a team and collaborate on code • Create, access, and personalize your user account and profile settings • Build a community around your project using the sophisticated tools GitHub provides • Build easy to deploy, free of charge static websites for your projects In Detail Whether you are an experienced developer or a novice, learning to work with Version Control Systems is a must in the software development world. Git is the most popular tool for that purpose and GitHub was built around it leveraging its powers by bringing it to the web. Starting with the basics of creating a repository you will then learn how to manage the issue tracker, the place where discussion about your project takes place. Continuing our journey we will explore how to use the wiki and write rich documentation that will accompany your project. Organization and team management will be the next step and then onto the feature that made GitHub so well known, Pull Requests. Next we focus on creating simple web pages hosted on GitHub and lastly we explore the settings that are configurable for a user and a repository. Style and approach A step-by-step guide with real world scenarios accompanied by helpful images. Each topic is thoroughly explained with hands-on examples and code where needed. At the end of each chapter there is a Tips and tricks section presenting hidden or overlooked features of GitHub.

This practical guide shows you how to build your own software tools for customizing the GitHub workflow. Each hands-on chapter is a compelling story that walks you through the tradeoffs and considerations for building applications on top of various GitHub technologies.

This book focuses on emerging issues following the integration of artificial intelligence systems in our daily lives. It focuses on the cognitive, visual, social and analytical aspects of computing and intelligent technologies, highlighting ways to improve technology acceptance, effectiveness, and efficiency. Topics such as responsibility, integration and training are discussed throughout. The book also reports on the latest advances in systems engineering, with a focus on societal challenges and next-generation systems and applications for meeting them. It also discusses applications in smart grids and infrastructures, systems engineering education as well as defense and aerospace. The book is based on both the AHFE 2018 International Con-

ference on Human Factors in Artificial Intelligence and Social Computing, Software and Systems Engineering, The Human Side of Service Engineering and Human Factors in Energy, July 21–25, 2018, Loews Sapphire Falls Resort at Universal Studios, Orlando, Florida, USA.

What will you learn from this book? Many people who use Git rely on "recipes"--copying and pasting commands they find on the internet without really understanding how Git actually works. But what do you do if you find yourself in a tight spot? You can't simply wing it. With this unique hands-on guide, you'll learn the ways of Git and have fun while doing it. Raju Gandhi peels back the layers to reveal the simple yet powerful engine that powers Git, so you'll understand not just the how but the why. You'll master branches, merges, commit messages, search, utilities, and more; learn best practices for collaborative work; and unlock the full potential of Git. What's so special about this book? If you've read a Head First book, you know what to expect--a visually rich format designed for the way your brain works. If you haven't, you're in for a treat. With this book, you'll learn Git through a multisensory experience that engages your mind rather than a text-heavy approach that puts you to sleep.

Get up to speed on Git for tracking, branching, merging, and managing code revisions. Through a series of step-by-step tutorials, this practical guide takes you quickly from Git fundamentals to advanced techniques, and provides friendly yet rigorous advice for navigating the many functions of this open source version control system. This thoroughly revised edition also in-

cludes tips for manipulating trees, extended coverage of the reflow and stash, and a complete introduction to the GitHub repository. Git lets you manage code development in a virtually endless variety of ways, once you understand how to harness the system's flexibility. This book shows you how. Learn how to use Git for several real-world development scenarios Gain insight into Git's common-use cases, initial tasks, and basic functions Use the system for both centralized and distributed version control Learn how to manage merges, conflicts, patches, and diffs Apply advanced techniques such as rebasing, hooks, and ways to handle submodules Interact with Subversion (SVN) repositories—including SVN to Git conversions Navigate, use, and contribute to open source projects though GitHub

The compilation of best skillset to harness Microsoft Dynamics NAV for Administrators, Consultants, and Developers About This Book Take your skills to the next level with Dynamics NAV by implementing all the latest and advanced features Get a comprehensive coverage of how the NAV system can be implemented and maintained to get the most out of it Get powerful insights into how to integrate Dynamics NAV with third-party tools and extend its functionality Who This Book Is For This book is ideal for administrators, developers, and consultants who are looking to take their knowledge of Dynamics NAV to new heights. You're expected to have a basic knowledge of Dynamics NAV workflows and C/AL, C/SIDE development. What You Will Learn Installing the NAV system in different environments Implementing the

system with the correct setup Maintaining the system to get the best possible performance Tuning up the Dynamics NAV to get better outcomes The Version Control strategy for Dynamics NAV developers Integrating other software and features to remove limitations Understanding your own system better Being able to solve customers' problems with "out-of-the-box" features Reducing customization and additional development time In Detail The book begins by giving you a brief introduction to setting up your NAV environment and shows you how to install and configure it according to your requirements. You will then dive deep into the latest design patterns, network architecture, and topologies. We will show you how you can integrate NAV with the Microsoft platform, and secure your deployment by managing roles and permissions. Moving on, we will explain how to monitor and manage server instances using the Administration tool. We'll discuss how you can take advantage of the expanded extensibility and connectivity capabilities for a tighter integration with the cloud as well as handheld devices. Then, we'll show you how you can make use of the PowerBI capabilities that have been built into Dynamics NAV. By the end of the book, you will be confident in developing and administering a Dynamics NAV implementation that will leverage all of the new features. Style and approach This book takes a straightforward tutorial approach, providing you with step-by-step explanations and simple example-oriented walkthroughs. It is filled with use cases and situations that show you the different pitfalls you might encounter and how to get past them.