

Onoff Widgets Pack

Dieter Meiller

Circuit Cellar Ink ,1997

Create GUI Applications with Python & Qt5 (PySide2 Edition) Martin

Fitzpatrick,2020-06-26 Building desktop applications doesn't have to be difficult. Using Python & Qt5 you can create fully functional desktop apps in minutes. This is the 4th Edition of Create GUI Applications, updated for 2020 & PySide2 Starting from the very basics, this book takes you on a tour of the key features of PySide you can use to build real-life applications. Learn the fundamental building blocks of PySide applications – Widgets, Layouts & Signals and learn how PySide uses the event loop to handle and respond to user input. Design beautiful UIs with Qt Designer and customize the look and feel of your applications with Qt Style Sheets and custom widgets. Use Qt's MVC-like ModelViews framework to connect data sources to your widgets, including SQL databases, numpy and pandas data tables, to build-data driven application. Visualize data using matplotlib & PyQtGraph and connect with external data sources to build live dashboards. Learn how to use threads and processes to manage long-running tasks and communicate with external services. Parse data and visualize the output in logs and progress bars. The book includes usability and architectural tips to help you build maintainable and usable PySide2 applications from the start. Finally, once your application is ready to be released, discover how to package it up into professional-quality installers, ready to ship. The book includes - 665 pages of hands-on PySide2 exercises - 211 code examples to experiment with - Includes 4 example apps - Compatible with Python 3.4+ - Code free to reuse in your own projects

Create GUI Applications with Python & Qt6 (PySide6 Edition) Martin

Fitzpatrick,2021-03-01 Building desktop applications doesn't have to be difficult. Using Python & Qt5 you can create fully functional desktop apps in minutes. This is the 5th Edition of Create GUI Applications, updated for 2021 & PySide6 Starting from the very basics, this book takes you on a tour of the key features of PySide6 you can use to build real-life applications. Learn the fundamental building blocks of PySide6 applications – Widgets, Layouts & Signals and learn how PySide uses the event loop to handle and respond to user input. Design beautiful UIs with Qt Designer and customize the look and feel of your applications with Qt Style Sheets and custom widgets. Use Qt's MVC-like ModelViews framework to connect data sources to your widgets, including SQL databases, numpy and pandas data tables, to build-data driven application. Visualize data using matplotlib & PyQtGraph and connect with external data sources to build live dashboards. Learn how to use threads and processes to manage long-running tasks and communicate with external services. Parse data and visualize the output in logs and progress bars. The book includes usability and architectural tips to help you build maintainable and usable PySide6 applications from the start. - 665 pages of hands-on PySide6 exercises - 211 code examples to experiment with - Includes 4 example apps - Compatible with Python 3.6+ - Code free to reuse in your own projects

System Design, Modeling, and Simulation Claudius Ptolemaeus,2013-09-27 This book is a definitive introduction to models of computation for the design of complex, heterogeneous systems. It has a particular focus on cyber-physical systems, which integrate computing, networking, and physical dynamics. The book captures more than twenty years of experience in the Ptolemy Project at UC Berkeley, which pioneered many design, modeling, and simulation techniques

that are now in widespread use. All of the methods covered in the book are realized in the open source Ptolemy II modeling framework and are available for experimentation through links provided in the book. The book is suitable for engineers, scientists, researchers, and managers who wish to understand the rich possibilities offered by modern modeling techniques. The goal of the book is to equip the reader with a breadth of experience that will help in understanding the role that such techniques can play in design.

OpenGL ES 2 for Android Kevin Brothaler, 2013-06-26 Printed in full color. Android is booming like never before, with millions of devices shipping every day. It's never been a better time to learn how to create your own 3D games and live wallpaper for Android. You'll find out all about shaders and the OpenGL pipeline, and discover the power of OpenGL ES 2.0, which is much more feature-rich than its predecessor. If you can program in Java and you have a creative vision that you'd like to share with the world, then this is the book for you. This book will teach you everything you need to know to create compelling graphics on Android. You'll learn the basics of OpenGL by building a simple game of air hockey, and along the way, you'll see how to initialize OpenGL and program the graphics pipeline using shaders. Each lesson builds upon the one before it, as you add colors, shading, 3D projections, touch interaction, and more. Then, you'll find out how to turn your idea into a live wallpaper that can run on the home screen. You'll learn about more advanced effects involving particles, lighting models, and the depth buffer. You'll understand what to look for when debugging your program, and what to watch out for when deploying to the market. OpenGL can be somewhat of a dark art to the uninitiated. As you read this book, you'll learn each new concept from first principles. You won't just learn about a feature; you'll also understand how it works, and why it works the way it does. Everything you learn is forward-compatible with the just-released OpenGL ES 3, and you can even apply these techniques to other platforms, such as iOS or HTML5 WebGL.

Mastering Perl/Tk Stephen Lidie, Nancy Walsh, 2002-01-25 Perl/Tk is the marriage of the Tk graphical toolkit with Perl, the powerful programming language used primarily for system administration, web programming, and database manipulation. With Perl/Tk, you can build Perl programs with an attractive, intuitive GUI interface with all the power of Perl behind it. Mastering Perl/Tk is the bible of Perl/Tk: It's not only a great book for getting started, but the best reference for learning the techniques of experienced Perl/Tk programmers. The first half of the book contains the basics on how to use Perl/Tk, and then branches out into advanced applications with a series of extensive program examples. The result is a book accessible for novices, and invaluable for experienced programmers ready to learn the next step in the elegant and effective use of Perl/Tk. The book includes: An introduction to each of the basic Perl/Tk widgets and geometry managers A dissection of the MainLoop, including how to use callbacks and bindings effectively Coverage of the Tix widgets, an extended set of widgets that are a part of the standard Perl/Tk distribution Working with images in Perl/Tk, including bitmaps, pixmaps, photos, and how to compose a compound image type How to create custom mega-widgets in Perl/Tk, both composite and derived Handling interprocess communication with Perl/Tk, both with standard Unix utilities (pipes and sockets) and with the send command designed for direct communication between Tk applications Developing your own Tk widget in the C language Examples of web applications written with Perl/Tk and the LWP

library The book also includes appendices on installing Perl/Tk, a complete quick-reference for each standard widget, and listings of all the extended examples in the book. Nancy Walsh is the author of Learning Perl/Tk, and Steve Lidie wrote the Perl/Tk Pocket Reference as well as a series of Perl/Tk articles in The Perl Journal. Together, they have written Mastering Perl/Tk to be the definitive guide to Perl/Tk.

Programming Erlang Joe Armstrong, 2013-09-23 A multi-user game, web site, cloud application, or networked database can have thousands of users all interacting at the same time. You need a powerful, industrial-strength tool to handle the really hard problems inherent in parallel, concurrent environments. You need Erlang. In this second edition of the bestselling Programming Erlang, you'll learn how to write parallel programs that scale effortlessly on multicore systems. Using Erlang, you'll be surprised at how easy it becomes to deal with parallel problems, and how much faster and more efficiently your programs run. That's because Erlang uses sets of parallel processes-not a single sequential process, as found in most programming languages. Joe Armstrong, creator of Erlang, introduces this powerful language in small steps, giving you a complete overview of Erlang and how to use it in common scenarios. You'll start with sequential programming, move to parallel programming and handling errors in parallel programs, and learn to work confidently with distributed programming and the standard Erlang/Open Telecom Platform (OTP) frameworks. You need no previous knowledge of functional or parallel programming. The chapters are packed with hands-on, real-world tutorial examples and insider tips and advice, and finish with exercises for both beginning and advanced users. The second edition has been extensively rewritten. New to this edition are seven chapters covering the latest Erlang features: maps, the type system and the Dialyzer, WebSockets, programming idioms, and a new stand-alone execution environment. You'll write programs that dynamically detect and correct errors, and that can be upgraded without stopping the system. There's also coverage of rebar (the de facto Erlang build system), and information on how to share and use Erlang projects on github, illustrated with examples from cowboy and bitcask. Erlang will change your view of the world, and of how you program. What You Need The Erlang/OTP system. Download it from erlang.org.

Open Source Intelligence Tools and Resources Handbook intelligence, 2019-08-17 2018 version of the OSINT Tools and Resources Handbook. This version is almost three times the size of the last public release in 2016. It reflects the changing intelligence needs of our clients in both the public and private sector, as well as the many areas we have been active in over the past two years.

Zigbee Wireless Networking Drew Gislason, 2008-10-09 ZigBee is a standard based on the IEEE 802.15.4 standard for wireless personal networks. This standard allows for the creation of very low cost and low power networks - these applications run for years rather than months. These networks are created from sensors and actuators and can wirelessly control many electrical products such as remote controls, medical, industrial, and security sensors. Hundreds of companies are creating applications including Mitsubishi, Motorola, Freescale, and Siemens. This book is written for engineers who plan to develop ZigBee applications and networks, to understand how they work, and to evaluate this technology to see if it is appropriate to a particular project. This book does not simply state facts but explains what ZigBee can

do through detailed code examples. *Details how to plan and develop applications and networks *Zigbee sensors have many applications including industrial automation, medical sensing, remote controls, and security *Hot topic for today's electrical engineer because it is low cost and low power

Understanding Developmental Language Disorders Courtenay Frazier Norbury, J. Bruce Tomblin, Dorothy V.M. Bishop, 2008-11-19 Developmental language disorders (DLD) occur when a child fails to develop his or her native language often for no apparent reason. Delayed development of speech and/or language is one of the most common reasons for parents of preschool children to seek the advice of their family doctor. Although some children rapidly improve, others have more persistent language difficulties. These long-term deficits can adversely affect academic progress, social relationships and mental well-being. Although DLDs are common, we are still a long way from understanding what causes them and how best to intervene. *Understanding Developmental Language Disorders* summarises the recent research developments in genetics and neuroimaging studies, assessment techniques and treatment studies to provide an overview of all aspects of DLD. The book investigates the possible genetic and biological causes of the disorder, how best to assess children's language skills to identify when and where communication breakdown occurs, what the long-term outcomes are for children who grow up with DLD, overlaps between DLD and other childhood disorders such as dyslexia and autism and how best to treat children with the disorder. Each chapter is written by a leading authority in the field in a format accessible to researchers, clinicians and families alike. This book, with its focus on both theory and practice, will be invaluable to students and researchers of speech-language pathology, psychology, psychiatry, linguistics and education. It will also be of interest to practicing speech-language pathologists, clinical psychologists, psychiatrists, educational psychologists, and teachers and parents of children with developmental language disorders.

IText in Action Bruno Lowagie, 2007 Developers looking to enhance Web and other applications with dynamic PDF document generation and/or manipulation will find this book unique in content and readability.

Modeling and Tools for Network Simulation Klaus Wehrle, Mesut Günes, James Gross, 2010-09-22 A crucial step during the design and engineering of communication systems is the estimation of their performance and behavior; especially for mathematically complex or highly dynamic systems network simulation is particularly useful. This book focuses on tools, modeling principles and state-of-the art models for discrete-event based network simulations, the standard method applied today in academia and industry for performance evaluation of new network designs and architectures. The focus of the tools part is on two distinct simulations engines: OmNet++ and ns-3, while it also deals with issues like parallelization, software integration and hardware simulations. The parts dealing with modeling and models for network simulations are split into a wireless section and a section dealing with higher layers. The wireless section covers all essential modeling principles for dealing with physical layer, link layer and wireless channel behavior. In addition, detailed models for prominent wireless systems like IEEE 802.11 and IEEE 802.16 are presented. In the part on higher layers, classical modeling approaches for the network layer, the transport layer and the application layer are presented in addition to modeling approaches for peer-to-peer networks and topologies of networks. The modeling parts are

accompanied with catalogues of model implementations for a large set of different simulation engines. The book is aimed at master students and PhD students of computer science and electrical engineering as well as at researchers and practitioners from academia and industry that are dealing with network simulation at any layer of the protocol stack.

Developing Virtual Synthesizers with VCV Rack Leonardo Gabrielli,2020-02-07
Developing Virtual Synthesizers with VCV Rack takes the reader step by step through the process of developing synthesizer modules, beginning with the elementary and leading up to more engaging examples. Using the intuitive VCV Rack and its open-source C++ API, this book will guide even the most inexperienced reader to master efficient DSP coding to create oscillators, filters, and complex modules. Examining practical topics related to releasing plugins and managing complex graphical user interaction, with an intuitive study of signal processing theory specifically tailored for sound synthesis and virtual analog, this book covers everything from theory to practice. With exercises and example patches in each chapter, the reader will build a library of synthesizer modules that they can modify and expand. Supplemented by a companion website, this book is recommended reading for undergraduate and postgraduate students of audio engineering, music technology, computer science, electronics, and related courses; audio coding and do-it-yourself enthusiasts; and professionals looking for a quick guide to VCV Rack. VCV Rack is a free and open-source software available online.

Automating Manufacturing Systems with Plcs Hugh Jack,2009-08-27 An in depth examination of manufacturing control systems using structured design methods. Topics include ladder logic and other IEC 61131 standards, wiring, communication, analog IO, structured programming, and communications.Allen Bradley PLCs are used extensively through the book, but the formal design methods are applicable to most other PLC brands.A full version of the book and other materials are available on-line at <http://engineeronadisk.com>

Pro C# with .NET 3.0, Special Edition Andrew Troelsen,2007-04-29 This book provides readers with a complete A-Z for using C# with the .NET 2.0 Platform and the .NET 3.0 extensions. It contains new chapters digging deeply into the interactions between the existing framework and the new extensions to give readers the edge when they come to evaluation and implement .NET 3.0 for the first time. To provide even more support, the book includes a bonus CD that provides over five hundred pages of carefully selected additional content to help broaden a reader's understanding of both .NET 2.0 and .NET 3.0.

Using SQLite Jay Kreibich,2010-08-17 Application developers, take note: databases aren't just for the IS group any more. Whether you're developing applications for the desktop, the Web, embedded systems, or operating systems, the SQLite database provides an alternative to heavy-duty client-server databases such as Oracle and MySQL. With this book, you'll get complete guidance for using this small and lightweight database effectively. You'll learn how to make SQLite an integral part of your application to help contain the size and complexity of your project. And you'll discover how much simpler it is to build database-backed applications with SQLite than the database tools you've been using. Get a crash course in data modeling Learn how to use SQLite with scripting languages such as Perl, Python, and Ruby Become familiar with the subset of SQL supported by SQLite

Smart Microgrids Sasi K. Kottayil,2020-08-17 This book addresses the need to understand the development, use, construction, and operation of smart

microgrids (SMG). Covering selected major operations of SMG like dynamic energy management, demand response, and demand dispatch, it describes the design and operational challenges of different microgrids and provides feasible solutions for systems. Smart Micro Grid presents communication technologies and governing standards used in developing communication networks for realizing various smart services and applications in microgrids. An architecture facilitating bidirectional communication for smart distribution/microgrid is brought out covering aspects of its design, development and validation. The book is aimed at graduate, research students and professionals in power, power systems, and power electronics. Features:

- Covers a broad overview of the benefits, the design and operation requirements, standards and communication requirements for deploying microgrids in distribution systems.
- Explores issues related to planning, expansion, operation, type of microgrids, interaction among microgrid and distribution networks, demand response, and the technical requirements for the communication network.
- Discusses current standards and common practices to develop and operate microgrids.
- Describes technical issues and requirements for operating microgrids.
- Illustrates smart communication architecture and protocols.

Commercial and Industrial Internet of Things Applications with the Raspberry Pi Ioana Culic,Alexandru Radovici,Cristian Rusu,2020-04-25 Use the Raspberry Pi and modern computing techniques to build industrial Internet of Things systems. Principles and theoretical aspects of IoT technologies combine with hands-on projects leading to detailed descriptions of several industrial IoT applications. This book presents real-life IoT applications based on the Raspberry Pi, beyond the relatively simplistic demos built for educational purposes or hobbyists. You'll make the transition from tinkering with a couple of sensors and simple devices to building fully developed products for commercial use and industrial systems. You'll also work with sensors and actuators, web technologies used for communications in IoT networks, and the large-scale deployment of IoT software solutions. And see how to design these systems as well as maintain them long term. See the Raspberry Pi in a new light that highlights the true industrial potential of the device. Move beyond connecting an LED to the Raspberry Pi and making it blink to actually managing a network of IoT devices. What You'll LearnDesign industrial and large scale professional Internet of Things systems Extend your basic IoT knowledge by building advanced products Learn how large scale IoT systems are deployed and maintained Who This Book Is For Advanced hobbyists who want to stretch their abilities into the professional sector. Also professional industrial engineers looking for low-cost solutions to basic IoT needs.

C# 6.0 and the .NET 4.6 Framework ANDREW TROELSEN,Philip Japikse,2015-11-16 This new 7th edition of Pro C# 6.0 and the .NET 4.6 Platform has been completely revised and rewritten to reflect the latest changes to the C# language specification and new advances in the .NET Framework. You'll find new chapters covering all the important new features that make .NET 4.6 the most comprehensive release yet, including: A Refined ADO.NET Entity Framework Programming Model Numerous IDE and MVVM Enhancements for WPF Desktop Development Numerous updates to the ASP.NET Web APIs This comes on top of award winning coverage of core C# features, both old and new, that have made the previous editions of this book so popular. Readers will gain a solid

foundation of object-oriented development techniques, attributes and reflection, generics and collections as well as numerous advanced topics not found in other texts (such as CIL opcodes and emitting dynamic assemblies). The mission of this book is to provide you with a comprehensive foundation in the C# programming language and the core aspects of the .NET platform plus overviews of technologies built on top of C# and .NET (ADO.NET and Entity Framework, Windows Communication Foundation (WCF), Windows Presentation Foundation (WPF), ASP.NET (WebForms, MVC, WebAPI).). Once you digest the information presented in these chapters, you'll be in a perfect position to apply this knowledge to your specific programming assignments, and you'll be well equipped to explore the .NET universe on your own terms. What You Will Learn: Be the first to understand the .NET 4.6 platform and C# 6. Discover the ins and outs of the leading .NET technology. Learn from an award-winning author who has been teaching the .NET world since version 1.0. Find complete coverage of XAML, .NET 4.6 and Visual Studio 2015 together with discussion of the new Windows Runtime.

App-Entwicklung mit Dart und Flutter 2 Dieter Meiller, 2021-09-20 Ende 2018 veröffentlichte Google Flutter, ein neues Framework zur Programmierung von Apps für Android und iOS. Das Buch gibt eine Einführung in die Programmiersprache Dart, der Sprache, in der für Flutter programmiert wird. Danach werden die Grundlagen der App-Programmierung mit Flutter in der Version 2 beschrieben. Anhand von Praxisbeispielen wie einer Spiele-App, einer Chat-App und einer Zeichen-App werden wichtige Aspekte wie der Umgang mit Mediendateien oder die Anbindung von Cloud-Diensten erklärt. Sowohl die Programmierung von mobilen als auch von Desktop-Anwendungen wird besprochen. Neue wichtige Funktionen von Dart 2.12 und Flutter 2 werden beschrieben: - Nullsicherheit - Desktop-Anwendungen Zielgruppe sind Personen mit Vorkenntnissen in der Programmierung, z. B. Studenten oder Entwickler. - Einführung in die Grundlagen der Sprache Dart und der Programmierung mit Flutter 2 - Fortgeschrittene Konzepte werden anhand eines größeren Beispiels in Form eines Spiels erklärt Die Beispiel-Projekte aus dem Buch sind auf folgendem GitHub-Repository zum Download verfügbar: <https://github.com/meillermidia> Im Verlauf der Zeit könnten weitere Branches hinzukommen. Die Standard-Banches sind allerdings die, die den Stand im Buch entsprechen.

Onoff Widgets Pack Book Review: Unveiling the Magic of Language

In an electronic era where connections and knowledge reign supreme, the enchanting power of language has become more apparent than ever. Its capability to stir emotions, provoke thought, and instigate transformation is actually remarkable. This extraordinary book, aptly titled "**Onoff Widgets Pack**," published by a very acclaimed author, immerses readers in a captivating exploration of the significance of language and its profound affect on our existence. Throughout this critique, we shall delve into the book's central themes, evaluate its unique writing style, and assess its overall influence on its readership.

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Onoff Widgets Pack Introduction

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