

S Website Source Code Viewer

Luiz Paulo Favero, Patricia Belfiore, Rafael de Freitas Souza

Information Technology Law in South Africa Daniel van der Merwe, 2022-12-20
Derived from the renowned multi-volume International Encyclopaedia of Laws, this practical guide to information technology law – the law affecting information and communication technology (ICT) – in South Africa covers every aspect of the subject, including the regulation of digital markets, intellectual property rights in the digital context, relevant competition rules, drafting and negotiating ICT-related contracts, electronic transactions, and cybercrime. Lawyers who handle transnational matters will appreciate the detailed explanation of specific characteristics of practice and procedure. Following a general introduction, the monograph assembles its information and guidance in six main areas of practice: (1) the regulatory framework of digital markets, including legal aspects of standardization, international private law applied to the online context, telecommunications law, regulation of audio-visual services and online commercial platforms; (2) online public services including e-government, e-health and online voting; (3) contract law with regard to software, hardware, networks and related services, with special attention to case law in this area, rules with regard to electronic evidence, regulation of electronic signatures, online financial services and electronic commerce; (4) software protection, legal protection of databases or chips, and other intellectual property matters; (5) the legal framework regarding cybersecurity and (6) the application of criminal procedure and substantive criminal law in the area of cybercrime. Its succinct yet scholarly nature, as well as the practical quality of the information it provides, make this monograph a valuable time-saving tool for business and legal professionals alike. Lawyers representing parties with

interests in South Africa will welcome this very useful guide, and academics and researchers will appreciate its value in the study of comparative law in this relatively new and challenging field.

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Board, 2024-02-03 Description of the product: • 100% Updated Syllabus & Fully Solved Board Papers: We've got you covered with the latest and 100% updated curriculum. • Timed Revision: with Topic-wise Revision Notes, Smart Mind Maps & Mnemonics to Study smart, not hard! • Extensive Practice: with 2000+ Questions & Board Marking Scheme Answers, Yep! you read that right—2000+ chances to become a champ. • Concept Clarity: with 500+ Concepts & 50+ Concept Videos to learn the cool way with videos and mind- blowing concepts. • NEP 2020 Compliance: with Competency-Based Questions because we're on the cutting edge of the coolest educational trends.

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DiDA Janet Snell, Molly Wischhusen, Jenny Johnson, 2006 Preparing students for the new summative projects and e-portfolio assessment styles, this text matches the new specifications with comprehensive coverage of each subject unit.

Beginning ASP.NET 4.5.1: in C# and VB Imar Spaanjaars, 2014-03-06 Build your ASP.NET 4.5.1 skills with real-world instruction In this comprehensive guide to getting started with ASP.NET 4.5.1, best-selling author Imar Spaanjaars provides a firm foundation for coders new to ASP.NET and key insights for those not yet familiar with the important updates in the 4.5.1 release. Readers learn how to build full-featured ASP.NET websites using Visual Studio Express 2013 for Web, Microsoft's free development tool for ASP.NET web applications. Beginning ASP.NET 4.5.1 guides you through the process of creating a fully functional, database-driven website, from creation of the most basic site structure all the way down to the successful deployment of the website to a production environment. Beginning ASP.NET 4.5.1: in C# and VB: Explains how to get started with ASP.NET 4.5.1, including an introduction to Microsoft's Visual Studio Express 2013 for Web Features helpful examples for designing websites with CSS and HTML and how to overcome common formatting problems Shares techniques for managing server controls in ASP.NET, including standard controls, HTML controls, and data controls Provides real-world tips for creating consistent page layouts throughout your websites Covers practical functionality issues like validating user input, sending e-mail from your website, and processing data at the server Details what the ASP.NET state engine is and why it is important Shows how to access and modify data in a SQL Server database Includes coverage of jQuery, LINQ, and the Entity Framework Explores measures to take for optimal security

Google Juice ,

Data Science, Analytics and Machine Learning with R Luiz Paulo Favero, Patricia Belfiore, Rafael de Freitas Souza, 2023-01-23 Data Science, Analytics and Machine Learning with R explains the principles of data mining

and machine learning techniques and accentuates the importance of applied and multivariate modeling. The book emphasizes the fundamentals of each technique, with step-by-step codes and real-world examples with data from areas such as medicine and health, biology, engineering, technology and related sciences. Examples use the most recent R language syntax, with recognized robust, widespread and current packages. Code scripts are exhaustively commented, making it clear to readers what happens in each command. For data collection, readers are instructed how to build their own robots from the very beginning. In addition, an entire chapter focuses on the concept of spatial analysis, allowing readers to build their own maps through geo-referenced data (such as in epidemiologic research) and some basic statistical techniques. Other chapters cover ensemble and uplift modeling and GLMM (Generalized Linear Mixed Models) estimations, both linear and nonlinear. Presents a comprehensive and practical overview of machine learning, data mining and AI techniques for a broad multidisciplinary audience Serves readers who are interested in statistics, analytics and modeling, and those who wish to deepen their knowledge in programming through the use of R Teaches readers how to apply machine learning techniques to a wide range of data and subject areas Presents data in a graphically appealing way, promoting greater information transparency and interactive learning

Finding Source Code on the Web for Remix and Reuse Susan Elliott

Sim,Rosalva E. Gallardo-Valencia,2013-06-04 In recent years, searching for source code on the web has become increasingly common among professional software developers and is emerging as an area of academic research. This volume surveys past research and presents the state of the art in the area of code retrieval on the web. This work is concerned with the algorithms,

systems, and tools to allow programmers to search for source code on the web and the empirical studies of these inventions and practices. It is a label that we apply to a set of related research from software engineering, information retrieval, human-computer interaction, management, as well as commercial products. The division of code retrieval on the web into snippet remixing and component reuse is driven both by empirical data, and analysis of existing search engines and tools. Contributors include leading researchers from human-computer interaction, software engineering, programming languages, and management. Finding Source Code on the Web for Remix and Reuse consists of five parts. Part I is titled Programmers and Practices, and consists of a retrospective chapter and two empirical studies on how programmers search the web for source code. Part II is titled From Data Structures to Infrastructures, and covers the creation of ground-breaking search engines for code retrieval required ingenuity in the adaptation of existing technology and in the creation of new algorithms and data structures. Part III focuses on Reuse: Components and Projects, which are reused with minimal modification. Part IV is on Remix: Snippets and Answers, which examines how source code from the web can also be used as solutions to problems and answers to questions. The book concludes with Part V, Looking Ahead, that looks at future programming and the legalities of software reuse and remix and the implications of current intellectual property law on the future of software development. The story, Richie Boss: Private Investigator Manager, was selected as the winner of a crowdfunding short story contest.

Research Handbook on Intellectual Property and Digital Technologies Tanya Aplin, 2020-01-31 This Handbook provides a scholarly and comprehensive account

of the multiple converging challenges that digital technologies present for intellectual property (IP) rights, from the perspectives of international, EU and US law. Despite the fast-moving nature of digital technology, this Handbook provides profound reflections on the underlying normative legal dilemmas, identifying future problems and suggesting how digital IP issues should be dealt with in the future.

Advanced Photoshop Elements 7 for Digital Photographers Philip Andrews, 2013-09-05 This essential guide for intermediate/advanced photographers has now been fully updated for Elements 7. Bestselling author and Elements guru Philip Andrews turns his expansive knowledge to this powerful application, delivering, once again, a practical approach in a crystal-clear writing style. For the advanced Elements user, this book offers a standalone guide to advancing knowledge of the software. For those with a little less experience, it works seamlessly in conjunction with Philip's other Elements guide: Adobe Photoshop Elements 7: A visual introduction to digital photography. Philip expands on the solid foundation delivered by that title to deliver a master-guide that shows you just how powerful this deceptively simple software package can be. Throughout the book, Philip takes a pro's approach, emphasising a streamlined, non-destructive workflow. Diverse chapters cover the entire spectrum of photographic potential offered by the software, including key areas such as: darkroom techniques, advanced selection techniques, professional retouching, photo restoration, panoramas, collages, RAW processing and printing. Additionally, the content is supplemented by extra great learning tools available on a brand new website including; downloadable resources, and Elements vodcasts. Essential reading for all photographers using Elements 7.

PHP Quick Scripting Reference Mikael Olsson, 2013-08-13 Presents a reference to scripting code and syntax for PHP.

Introduction to the Mathematics of Computer Graphics Nathan Carter, 2016-12-31 This text, by an award-winning [Author];, was designed to accompany his first-year seminar in the mathematics of computer graphics. Readers learn the mathematics behind the computational aspects of space, shape, transformation, color, rendering, animation, and modeling. The software required is freely available on the Internet for Mac, Windows, and Linux. The text answers questions such as these: How do artists build up realistic shapes from geometric primitives? What computations is my computer doing when it generates a realistic image of my 3D scene? What mathematical tools can I use to animate an object through space? Why do movies always look more realistic than video games? Containing the mathematics and computing needed for making their own 3D computer-generated images and animations, the text, and the course it supports, culminates in a project in which students create a short animated movie using free software. Algebra and trigonometry are prerequisites; calculus is not, though it helps. Programming is not required. Includes optional advanced exercises for students with strong backgrounds in math or computer science. Instructors interested in exposing their liberal arts students to the beautiful mathematics behind computer graphics will find a rich resource in this text.

Internet Law Chris Reed, 2004-10-07 The common fallacy regarding cyberspace is that the Internet is a new jurisdiction, in which none of the existing rules and regulations apply. However, all the actors involved in an Internet transaction live in one or more existing jurisdictions, so rather than being unregulated, the Internet is arguably highly regulated. Worse, much of this

law and regulation is contradictory and difficult, or impossible, to comply with. This 2004 book takes a global view of the fundamental legal issues raised by the advent of the Internet as an international communications mechanism. Legal and other materials are integrated to support the discussion of how technological, economic and political factors are shaping the law governing the Internet. Global trends in legal issues are addressed and the effectiveness of potential mechanisms for legal change that are applicable to Internet law are also examined. Of interest to students and practitioners in computer and electronic commerce law.

Beginning ASP.NET 2.0 with C# Chris Hart, John Kauffman, David Sussman, Chris Ullman, 2006-04-20 ASP.NET 2.0 is an amazing technology that allows you to develop web sites and applications with very little hassle, and its power and depth enable it to host even the most complex applications available. Using code examples in C#, this invaluable beginner's guide shows you how to program web applications in ASP.NET 2.0 and see dynamic results with minimal effort. Through detailed explanations and working C# code examples, this popular author team eases you into the world of ASP.NET development and gradually introduces you to all sorts of interesting ASP.NET tricks and tools. You'll quickly see how ASP.NET 2.0 is designed to ensure a significant reduction in the amount of code you have to write--and, in turn, to make your life easier. What you will learn from this book Why Visual Web Developer is an ideal environment for building feature-rich ASP.NET 2.0 applications with C# How to secure web sites, providing login functionality and role-based access to content Useful techniques for safely updating data, using ASP.NET 2.0's built-in data handling capabilities How centralized site design can be easily achieved How to add e-commerce functionality to a site Methods for

enhancing an application's performance Who this book is for This book is for anyone new to web programming who wants to program dynamic, feature-rich web applications in ASP.NET 2.0. It will also be ideal for programmers seeking to upgrade their ASP 3 knowledge to ASP.NET, or programmers from non-Microsoft web disciplines who need to learn ASP.NET 2.0. Wrox Beginning guides are crafted to make learning programming languages and technologies easier than you think, providing a structured, tutorial format that will guide you through all the techniques involved.

Web Design For Dummies Lisa Lopuck, 2012-04-24 Provides information on designing, building, and maintaining a Web site, discussing such topics as web color, file formats, platform selection, content management, analytics, and search engine optimization.

Physically Based Rendering, fourth edition Matt Pharr, Wenzel Jakob, Greg Humphreys, 2023-05-30 A comprehensive update of the leading-edge computer graphics textbook that sets the standard for physically-based rendering in the industry and the field, with new material on GPU ray tracing. Photorealistic computer graphics are ubiquitous in today's world, widely used in movies and video games as well as product design and architecture. Physically-based approaches to rendering, where an accurate modeling of the physics of light scattering is at the heart of image synthesis, offer both visual realism and predictability. Now in a comprehensively updated new edition, this best-selling computer graphics textbook sets the standard for physically-based rendering in the industry and the field. Physically Based Rendering describes both the mathematical theory behind a modern photorealistic rendering system as well as its practical implementation. A method known as literate programming combines human-readable documentation

and source code into a single reference that is specifically designed to aid comprehension. The book's leading-edge algorithms, software, and ideas—including new material on GPU ray tracing—equip the reader to design and employ a full-featured rendering system capable of creating stunning imagery. This essential text represents the future of real-time graphics. Detailed and rigorous but accessible approach guides readers all the way from theory to practical software implementation Fourth edition features new chapter on GPU ray tracing essential for game developers The premier reference for professionals learning about and working in the field Won its authors a 2014 Academy Award for Scientific and Technical Achievement Includes a companion site complete with source code

Maximum PC ,2005 Maximum PC is the magazine that every computer fanatic, PC gamer or content creator must read. Each and every issue is packed with punishing product reviews, insightful and innovative how-to stories and the illuminating technical articles that enthusiasts crave.

Source Code: Path to Programming JavaScript Source Code Society,2019-03-18 This book has been prepared for JavaScript beginners to help them understand the basic functionality of JavaScript to build dynamic web pages and web applications. It is assumed that the reader has a prior knowledge of HTML coding. It would help if the reader had some prior exposure to object-oriented programming concepts and a general idea on creating online applications.What is JavaScript ?JavaScript is a dynamic computer programming language. It is lightweight and most commonly used as a part of web pages, whose implementations allow client-side script to interact with the user and make dynamic pages. It is an interpreted programming language with object-oriented capabilities.JavaScript was first known as LiveScript, but Netscape

changed its name to JavaScript, possibly because of the excitement being generated by Java. JavaScript made its first appearance in Netscape 2.0 in 1995 with the name LiveScript. The general-purpose core of the language has been embedded in Netscape, Internet Explorer, and other web browsers. The ECMA-262 Specification defined a standard version of the core JavaScript language.-JavaScript is a lightweight, interpreted programming language.-Designed for creating network-centric applications.-Complementary to and integrated with Java.-Complementary to and integrated with HTML.-Open and cross-platform

The Complete Idiot's Guide to Online Genealogy Rhonda R. McClure, 2002-01-01 A complete guide to researching genealogical questions online explains how to find records by using the Internet, how to create a home page for oneself, software and hardware needs, available genealogical Web sites, and more. The book covers the basics of both gathering family data and online searches.

Visual Basic 2008 Programming Black Book, Platinum Edition (With Cd) Kogent Solutions Inc., 2009-03 Visual Basic 2008 Black Book Is The Most Comprehensive Book That You Will Find On Visual Basic.Net. It Contains Useful Material On All The Concepts Of Visual Basic 2008, And At The Same Time, Teaches You How To Implement These Concepts Programmatically By Providing Appropriate Examples Along-With Detailed Explanations. This Edition Of The Book Particularly Deals With Some New And Advanced Topics: Such As Wpf, Wcf, Wf, Asp.Net, Ajax, Silverlight, And Linq. This Unique Book On Visual Basic 2008 Has Extensive Coverage Of The Language; No Doubt, Every Aspect Of The Book Is Worth Its Price. Part I - .Net Framework 3.5 And Visual Studio 2008 Chapter 1: Getting Started With .Net Framework 3.5 Chapter 2: Introducing Visual Studio 2008 Part II - Visual Basic Programming Language And Oops Chapter 3:

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