

Script Tutorial 10

Sean Ong

Advanced Bash Scripting Guide - Volume 1 Mendel Cooper, 2019-11-09 Summary This comprehensive and authoritative book about bash programming is a must-have book for any Linux/Unix professionals. It is both a tutorial and a reference on shell scripting with Bash. It assumes no previous knowledge of scripting or programming, but progresses rapidly toward an intermediate/advanced level of instruction . . . all the while sneaking in little nuggets of UNIX® wisdom and lore. It serves as a textbook, a manual for self-study, and as a reference and source of knowledge on shell scripting techniques. The exercises and heavily-commented examples invite active reader participation, under the premise that the only way to really learn scripting is to write scripts. This book is suitable for classroom use as a general introduction to programming concepts. Notes: this book has been split into Volume 1 and Volume 2. Volume 1 contains all content except appendices. (<https://www.amazon.com/dp/170640039X>) Volume 2 contains all appendices. (<https://www.amazon.com/dp/1707048916>) Table of Contents of Volume 1 Part 1. Introduction 1. Shell Programming! 2. Starting Off With a Sha-Bang Part 2. Basics 3. Special Characters 4. Introduction to Variables and Parameters 5. Quoting 6. Exit and Exit Status 7. Tests 8. Operations and Related Topics Part 3. Beyond the Basics 9. Another Look at Variables 10. Manipulating Variables 11. Loops and Branches 12. Command Substitution 13. Arithmetic Expansion 14. Recess Time Part 4. Commands 15. Internal Commands and Builtins 16. External Filters, Programs and Commands 17. System and Administrative Commands Part 5. Advanced Topics 18. Regular Expressions 19. Here Documents 20. I/O Redirection 21. Subshells 22. Restricted Shells 23. Process Substitution 24. Functions 25. Aliases 26. List Constructs 27. Arrays 28. Indirect References 29. /dev and /proc 30. Network Programming 31. Of Zeros and Nulls 32. Debugging 33. Options 34. Gotchas 35. Scripting With Style 36. Miscellany 37. Bash, versions 2, 3, and 4 38. Endnotes 38.1. Author's Note 38.2. About the Author 38.3. Where to Go For Help 38.4. Tools Used to Produce This Book 38.5. Credits 38.6. Disclaimer Bibliography

JavaScript Tutorials - Herong's Tutorial Examples Herong Yang, 2022-01-01 This book is a collection of tutorial examples and notes written by the author while he was learning JavaScript. Topics include ECMAScript specifications; data types, variables and expressions; flow control statements: 'if', 'for', 'switch', and 'while'; using arrays and objects; defining and calling functions; embedding JavaScript code in HTML documents; DOM (Document Object Model) API levels; using the JavaScript console in Web browsers; creating new object types with prototypes; building prototype inheritance hierarchy; managing functions as objects; using jrunscript JavaScript shell; sending AJAX (XMLHttpRequest) requests. Updated in 2023 (Version 2.33) with AJAX tutorials. For latest updates and free sample chapters, visit <https://www.herongyang.com/JavaScript>.

Basic ROBLOX Lua Programming ,

JMP 10 Scripting Guide Sas Institute, 2012 The JMP 10 Scripting Guide provides extensive instructions for using the powerful JMP Scripting Language (JSL). This book begins with an introduction to JSL terminology, examples of how to write your own scripts, and details on script development tools such as the debugger and editor. A description of the language elements follows along with examples of writing JSL scripts to manipulate data tables, platforms, display objects, three-dimensional graphs, and matrices. Learn how to integrate JMP with SAS, R, and Microsoft Excel. Design applications in a drag-and-drop interface called Application Builder, and create add-ins to extend JMP functionality with Add-In Builder. Other topics include examples of scripts for common tasks and a syntax reference, which defines the functions, operators, and messages used in JSL. This title is also available online.

Developing Quality Metadata Cliff Wootton,2009-10-16 With the explosion of new audio and video content on the Web, it's more important than ever to use accurate and comprehensive metadata to get the most out of that content. Developing Quality Metadata is an advanced user guide that will help you improve your metadata by making it accurate and coherent with your own solutions. This book is designed to get you thinking about solving problems in a proactive and productive way by including practical descriptions of powerful programming tools and user techniques using several programming languages. For example, you can use shell scripting as part of the graphic arts and media production process, or you can use a popular spreadsheet application to drive your workflow. The concepts explored in this book are framed within the context of a multimedia professional working on the Web or in broadcasting, but they are relevant to anyone responsible for a growing library of content, be it audio-visual, text, or financial.

3D for iPhone Apps with Blender and SIO2 Tony Mullen,2010-04-01 Create exciting, interactive 3D apps for the iPhone and iPod Touch What a combination-using free, open-source Blender software and the SIO2 game engine to create very cool 3D characters and games for the very hot devices of the moment, the iPhone and iPod Touch. Whether you're coming to this as an iPhone developer or as a Blender artist, this book is for you. Learn how to create 3D content using Blender's WYSIWYG approach, find helpful information on Xcode and other iPhone SDK topics, master physical collisions, and acquire the skills you need to bridge both worlds with fun, compelling content. Shows you what you need to know to use Blender software, the SIO2 game engine, and iPhone SDK to create interactive 3D content for the iPhone and iPod Touch Walks you through a series of tutorials that you can use as starting points for your own creations Provides enough information on the iPhone software developer kit (SDK) to get you started quickly Covers Blender's physics simulation library, Bullet, and Blender's robust collision functionality Bridge the exciting worlds of Blender and iPhone app development in an easy-to-follow pipeline with this one-of-a-kind guide.

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GD Script Marijo Trkulja,2019-08-19 Complete book format tutorial for GD Script. GD Script is Godot game engine's main script. Are you creating a new game? Are you Godot game developer? Do you want to learn something interesting and new? If yes, GD Script book is for you. Godot game engine is a leading open-source game engine for 2D and 3D game creation. You will learn how to create games using only GD Script. This will give you the freedom to create games with lots of possibilities. You will learn how to create many different 2D, 3D and control objects with GD Script only, how to implement them inside the game scene and how to combine them into a good computer game. Book is an important tool for SLAVS MAKE GAMES courses students. After you bought GD Script

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JavaScript Crash Course Nick Morgan, 2024-03-05 A fast-paced, thorough programming introduction that will have you writing your own software and web applications in no time. Like Python Crash Course, this hands-on guide is a must-have for anyone who wants to learn how to code from the ground up—this time using the popular JavaScript programming language. Learn JavaScript—Fast! JavaScript Crash Course is a fun-filled, fast-paced introduction to programming with JavaScript. Dive right in and you'll be writing code, solving problems, and building working web applications and games in no time. You'll start by learning fundamental programming concepts, such as variables, arrays, objects, functions, conditionals, loops, classes, and more. Aided by engaging examples and hands-on exercises, you'll build on this foundation and combine JavaScript with HTML and CSS to create interactive web applications that you can run right away. Then you'll put your new skills into play with three substantial projects: a Pong-style game with a virtual opponent, an app that generates electronic music, and a platform for visualizing data fetched from an API. Along the way, you'll learn how to: • Update web pages in real time by manipulating the Document Object Model • Trigger functions in response to events like key presses and mouse clicks • Generate graphics and animations with JavaScript and HTML's Canvas element • Visualize data with the D3.js library and scalable vector graphics (SVG) • Make electronic music with Tone.js and the Web Audio API If you've been thinking about digging into programming, JavaScript Crash Course will get you writing real programs fast. Why wait any longer? Jump on your magic carpet and ride!

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Medieval Calligraphy Marc Drogin, 1989-11-01 Spirited history and comprehensive instruction manual covers 13 styles (ca. 4th-15th centuries). Excellent photographs; directions for duplicating medieval techniques with modern tools. Vastly rewarding and illuminating. — American Artist.

Automate the Boring Stuff with Python, 2nd Edition Al Sweigart, 2019-11-12 Learn how to code while you write programs that effortlessly perform useful feats of automation! The second edition of this international fan favorite includes a brand-new chapter on input validation, Gmail and Google Sheets automations, tips for updating CSV files, and more. If you've ever spent hours renaming files or updating spreadsheet cells, you know how tedious tasks like these can be. But what if you could have your computer do them for you? Automate the Boring Stuff with Python, 2nd Edition teaches even the technically uninclined how to write programs that do in minutes what would take hours to do by hand—no prior coding experience required! This new, fully revised edition of Al Sweigart's bestselling Pythonic classic, Automate the Boring Stuff with Python, covers all the basics of Python 3 while exploring its rich library of modules for performing specific tasks, like scraping data off the Web, filling out forms, renaming files, organizing folders, sending email responses, and merging, splitting, or encrypting PDFs. There's also a brand-new chapter on input validation, tutorials on automating Gmail and Google Sheets, tips on automatically updating CSV files, and other recent feats of automations that improve your efficiency. Detailed, step-by-step instructions walk you through each program, allowing you to create useful tools as you build out your programming skills, and updated practice projects at the end of each chapter challenge you to improve those programs and use

your newfound skills to automate similar tasks. Boring tasks no longer have to take to get through—and neither does learning Python!

Scripting Your World Dana Moore, Michael Thome, Dr. Karen Haigh, 2009-04-22 Find complete information about Second Life scripting and gain access to more than 50 previously unpublished ready-to-use scripts in *Scripting Your World: The Official Guide to Second Life Scripting*. Learn how to script Second Life behaviors, grouped into categories like avatar movement, communications, prim and object control, automation, land control, combat, special effects, environment control and physics, and interacting with the world outside of Second Life. After you read this engaging book, you will possess a solid understanding Linden Scripting Language conventions.

Beginning Windows Mixed Reality Programming Sean Ong, 2017-07-25 Develop applications and experiences for Microsoft's HoloLens and other Windows mixed reality devices. This easy-to-follow guide removes the mystery behind creating amazing augmented reality experiences. Mixed reality development tools and resources are provided. *Beginning Windows Mixed Reality Programming* clearly explains all the nuances of mixed reality software development. You'll learn how to create 3D objects and holograms, interact with holograms using voice commands and hand gestures, use spatial mapping and 3D spatial sound, build with Microsoft's HoloToolkit, create intuitive user interfaces, and make truly awe-inspiring mixed reality experiences. Start building the holographic future today! What You Will Learn Prototype ideas quickly Get started with Unity, the preferred tool for animating 3D objects. Explore where to find 3D models for your project, or make your own! Use spatial sound, voice commands, and gestures Build with the HoloToolkit to make apps the easy way Publish to the Windows Store and make money from your app Who This Book Is For Programmers with little or no graphics or mixed reality experience

Beginning JavaScript Paul Wilton, Jeremy McPeak, 2007-05-23 JavaScript is a scripting language that enables you to enhance static web applications by providing dynamic, personalized, and interactive content. This improves the experience of visitors to your site and makes it more likely that they will visit again. You must have seen the flashy drop-down menus, moving text, and changing content that are now widespread on web sites—they are enabled through JavaScript. Supported by all the major browsers, JavaScript is the language of choice on the Web. It can even be used outside web applications—to automate administrative tasks, for example. This book aims to teach you all you need to know to start experimenting with JavaScript: what it is, how it works, and what you can do with it. Starting from the basic syntax, you'll move on to learn how to create powerful web applications. Don't worry if you've never programmed before—this book will teach you all you need to know, step by step. You'll find that JavaScript can be a great introduction to the world of programming: with the knowledge and understanding that you'll gain from this book, you'll be able to move on to learn newer and more advanced technologies in the world of computing. In order to get the most out of this book, you'll need to have an understanding of HTML and how to create a static web page. You don't need to have any programming experience. This book will also suit you if you have some programming experience already, and would like to turn your hand to web programming. You will know a fair amount about computing concepts, but maybe not as much about web technologies. Alternatively, you may have a design background and know relatively little about the Web and computing concepts. For you, JavaScript will be a cheap and relatively easy introduction to the world of programming and web application development. Whoever you are, we hope that this book lives up to your expectations. You'll begin by looking at exactly what JavaScript is, and taking your first steps with the underlying language and syntax. You'll learn all the fundamental programming concepts, including data and data types, and structuring your code to make

decisions in your programs or to loop over the same piece of code many times. Once you're comfortable with the basics, you'll move on to one of the key ideas in JavaScript—the object. You'll learn how to take advantage of the objects that are native to the JavaScript language, such as dates and strings, and find out how these objects enable you to manage complex data and simplify your programs. Next, you'll see how you can use JavaScript to manipulate objects made available to you in the browser, such as forms, windows, and other controls. Using this knowledge, you can start to create truly professional-looking applications that enable you to interact with the user. Long pieces of code are very hard to get right every time—even for the experienced programmer—and JavaScript code is no exception. You look at common syntax and logical errors, how you can spot them, and how to use the Microsoft Script Debugger to aid you with this task. Also, you need to examine how to handle the errors that slip through the net, and ensure that these do not detract from the experience of the end user of your application. From here, you'll move on to more advanced topics, such as using cookies and jazzing up your web pages with dynamic HTML and XML. Finally, you'll be looking at a relatively new and exciting technology, remote scripting. This allows your JavaScript in a HTML page to communicate directly with a server, and useful for, say, looking up information on a database sitting on your server. If you have the Google toolbar you'll have seen something like this in action already. When you type a search word in the Google toolbar, it comes up with suggestions, which it ge

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Digital Compositing with Nuke Lee Lanier,2012-08-06 Whether you're a novice compositor or a well-versed one moving over from After Effects or Shake, this is THE book for you to learn the ins and outs of the powerful compositing software, Nuke.

VBScript Tutorials - Herong's Tutorial Examples Herong Yang,1998-01-01 This VBScript tutorial book is a collection of notes and code samples written by the author while he was learning VBScript (Visual Basic Scripting Edition) himself. Topics include: The Variant Data Type with Subtypes; Fixed-Size and Dynamic-Size Arrays; Function Arguments Passed by References and by Values; Raising and Catching Runtime Errors; Regular Expression and Pattern Match; Runtime DLL Library: Dictionary, File System, and File I/O; Defining Classes with Properties and Default Method; Object Initializing and Terminating Processes; Client-Side Scripting: VBScript Code for IE Browser; Server-Side Scripting: VBScript code for IIS Server; System Admin Scripting: Windows Script Host (WSH). Updated in 2022 (Version v6.02) with minor changes. For latest updates and free sample chapters, visit <https://www.herongyang.com/VBScript>.

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