Learn To Make App

George Berkowski

Learn to Program with App Inventor Lyra Logan,2019-11-26 Learn to build mobile apps for Android devices with MIT App Inventor, a visual drag-and-drop programming language like Scratch. You've swiped and tapped your way through countless apps, but have you ever created one? Now you can, thanks to Learn to Program with App Inventor. In less than an hour, you'll be able to build and run your first app! App Inventor is a free software for making Android apps. All you need is a PC with an Internet connection to build your app, and a mobile phone for testing. You'll use a simple drag-and-drop interface, which minimizes errors and avoids too much typing. A certified App Inventor Master Trainer, Logan breaks down each project into logical steps, lists the components you'll need, and then shows you how to create screen designs, control program flow with conditionals and loops, and store data in variables and lists. Once you've tested the app on your phone, you can test what you learned with challenges at the end of each chapter. You'll build cool apps like: * Hi, World!: Use your voice to send a text message * Practice Makes Perfect: Rehearse a speech or dance routine with this video recording app * Fruit Loot: Catch randomly failing fruit in this exciting game * Beat the Bus: Track a friend's journey using location services and maps * Virtual Shades: Take a selfie, then try on some virtual sunglasses Join the 6 million people who have tried App Inventor, and make the journey from app user to app inventor.

Learn Android App Development Wallace Jackson,2013-08-20 Learn Android App Development is a hands-on tutorial and useful reference. You'll quickly get up to speed and master the Android SDK and the Java that you need for your Android Apps. The Android SDK offers powerful features, and this book is the fastest path to mastering them—and the rest of the Andorid SDK—for programmers with some experience who are new to Android smartphone and tablet apps development. Many books introduce the Android SDK, but very few explain how to develop apps optimally. This book teaches both core Java language concepts and how to wisely but rapidly employ the design patterns and logic using the Android SDK, which is based on Java APIs. You'll also learn best practices that ensure your code will be efficient and perform well. Get an accelerated but complete enough treatment of the fundamentals of Java necessary to get you started. Design your first app using prototyping and other design methods. Build your first Android app using the code given over the course of the book. Finally, debug and distribute your first app on Google Play or other Android app store. After reading this book, you'll have your first app ready and on the app store, earning you the prestige and the money you seek.

How to Build a Billion Dollar App George Berkowski,2014-09-04 An accessible, step-by-step guide to building an app-based business—essential reading for anyone who has an idea for an app, but is unsure of where to start Apps have changed the way we communicate, shop, play, interact, and travel, and their phenomenal popularity has presented possibly the biggest business opportunity in history. InHow to Build a Billion Dollar App, serial tech entrepreneur George Berkowski—one of the minds behind the internationally successful taxi hailing app Hailo—gives you exclusive access to the secrets behind the success of the select group of apps that have achieved billion-dollar success. Berkowski draws exclusively on the inside stories of the billion-dollar app club members, including Instagram, Whatsapp, Snapchat, Candy Crush, Square, Viber, Clash of Clans, Angry Birds, Uber, and Flipboard to provide all the information you need to create your own spectacularly successful mobile business. He guides you through each step, from an idea scribbled on the back of an envelope, through to finding a cofounder, building a team, attracting (and keeping) millions of users, all the way through to juggling the pressures of being CEO of a billion-dollar company (and still staying ahead of the competition). If you've ever dreamed of quitting your nine to five job to launch your own company or you're a gifted developer, seasoned entrepreneur, or just intrigued by mobile technology, How to Build a Billion Dollar App will show you what itreally takes to create your own billion-dollar, mobile business.

Mastering Shiny Hadley Wickham,2021-04-29 Master the Shiny web framework—and take your R skills to a whole new level. By letting you move beyond static reports, Shiny helps you create fully interactive web apps for data analyses. Users will be able to jump between datasets, explore different subsets or facets of the data, run models with parameter values of their choosing, customize visualizations, and much more. Hadley Wickham from RStudio shows data scientists, data analysts, statisticians, and scientific researchers with no knowledge of HTML, CSS, or JavaScript how to create rich web apps from R. This in-depth guide provides a learning path that you can follow with confidence, as you go from a Shiny beginner to an expert developer who can write large, complex apps that are maintainable and performant. Get started: Discover how the major pieces of a Shiny app fit together Put Shiny in action: Explore Shiny functionality with a focus on code samples, example apps, and useful techniques Master reactivity: Go deep into the theory and practice of reactive programming and examine reactive graph components Apply best practices: Examine useful techniques for making your Shiny apps work well in production

Building a Mobile App Sarah Guthals,2017-03-14 Coding is cool, and these fun projects help you get started today! Building a Mobile App offers basic lessons in Android development, designed specifically for kids! Three fun projects walk you through basic coding skills using MIT's App Inventor—a free, online programming tool that uses a simple block style language that makes coding easy to learn. No long chapters to read, and no homework—just dive right in! You'll begin with a basic project that shows you how to make an app that works; next, you'll put those skills to work on a photo editing app that takes your skills to the next level. Finally, you'll level up one more time to become a Game Maker—that's right, you'll actually build a mobile game that you can send to your friends! Each project includes step-by-step directions and plenty of graphics to help you stay on track, and easy-to-read instructions help you complete each project frustration-free. App building can get pretty complicated, but it doesn't have to start out that way. Start small to pick up the basics quickly, and you'll be coding in no time! This book helps you get started quickly and easily, with a focus on fun. Build your own Android mobile apps using a free online platform! Code everything yourself, including buttons, screens, and interactions! Build an app that lets you draw on pictures you take! Create a simple, interactive game you can share with your friends! Adults all over the world turn to For Dummies books for clear instruction with a sense of humor; the Dummies Junior books bring that same learning is fun attitude to kids, with projects designed specifically for a kid's interests, needs, and skill level. Building a Mobile App gets kids coding quickly, with fun projects they'll be happy to show off!

The First 20 Hours Josh Kaufman,2013-06-13 Forget the 10,000 hour rule— what if it's possible to learn the basics of any new skill in 20 hours or less? Take a moment to consider how many things you want to learn to do. What's on your list? What's holding you back from getting started? Are you worried about the time and

effort it takes to acquire new skills—time you don't have and effort you can't spare? Research suggests it takes 10,000 hours to develop a new skill. In this nonstop world when will you ever find that much time and energy? To make matters worse, the early hours of practicing something new are always the most frustrating. That's why it's difficult to learn how to speak a new language, play an instrument, hit a golf ball, or shoot great photos. It's so much easier to watch TV or surf the web . . . In The First 20 Hours, Josh Kaufman offers a systematic approach to rapid skill acquisition— how to learn any new skill as quickly as possible. His method shows you how to deconstruct complex skills, maximize productive practice, and remove common learning barriers. By completing just 20 hours of focused, deliberate practice you'll go from knowing absolutely nothing to performing noticeably well. Kaufman personally field-tested the methods in this book. You'll have a front row seat as he develops a personal yoga practice, writes his own web-based computer programs, teaches himself to touch type on a nonstandard keyboard, explores the oldest and most complex board game in history, picks up the ukulele, and learns how to windsurf. Here are a few of the simple techniques he teaches: Define your target performance level: Figure out what your desired level of skill looks like, what you're trying to achieve, and what you'll be able to do when you're done. The more specific, the better. Deconstruct the skill: Most of the things we think of as skills are actually bundles of smaller subskills. If you break down the subcomponents, it's easier to figure out which ones are most important and practice those first. Eliminate barriers to practice: Removing common distractions and unnecessary effort makes it much easier to sit down and focus on deliberate practice. Create fast feedback loops: Getting accurate, real-time information about how well you're performing during practice makes it much easier to improve. Whether you want to paint a portrait, launch a start-up, fly an airplane, or juggle flaming chainsaws, The First 20 Hours will help you pick up the basics of any skill in record time . . . and have more fun along the way.

Learn Android Studio 3 with Kotlin Ted Hagos,2019-02-12 Build Android apps using the popular and efficient Android Studio 3 suite of tools, an integrated development environment (IDE) with which Android developers can now use the Kotlin programming language. With this book, you'll learn the latest and most productive tools in the Android tools ecosystem, ensuring quick Android app development and minimal effort on your part. Along the way, you'll use Android Studio to develop apps tier by tier through practical examples. These examples cover core Android topics such as Activities, Intents, BroadcastReceivers, Services and AsyncTask. Then, you'll learn how to publish your apps and sell them online and in the Google Play store. What You'll Learn Use Android Studio 3 to quickly and confidently build your first Android apps Build an Android user interface using activities and layouts, event handling, images, menus and the action bar Incorporate new elements including fragments Learn how data is persisted Use Kotlin to build apps Who This Book Is For Those who may be new to Android Studio 3 or Android Studio in general. You may or may not be new to Android development in general. Some prior experience with Java is also recommended.

App Inventor 2 David Wolber,Hal Abelson,Ellen Spertus,Liz Looney,2014-10-13 Yes, you can create your own apps for Android devices—and it's easy to do. This extraordinary book introduces you to App Inventor 2, a powerful visual tool that lets anyone build apps. Learn App Inventor basics hands-on with step-by-step instructions for building more than a dozen fun projects, including a text answering machine app, a quiz app, and an app for finding your parked car! The second half of the book features an Inventor's Manual to help you understand the fundamentals of app building and computer science. App Inventor 2 makes an excellent textbook for beginners and experienced developers alike. Use programming blocks to build apps—like working on a puzzle Create custom multi-media quizzes and study guides Design games and other apps with 2D graphics and animation Make a custom tour of your city, school, or workplace Control a LEGO® MINDSTORMS® NXT robot with your phone Build location-aware apps by working with your phone's sensors Explore apps that incorporate information from the Web

Android Programming for Beginners John Horton,2015-12-31 Learn all the Java and Android skills you need to start making powerful mobile applications About This Book Kick-start your Android programming career, or just have fun publishing apps to the Google Play marketplace A first-principles introduction to Java, via Android, which means you'll be able to start building your own applications from scratch Learn by example and build three real-world apps and over 40 mini apps throughout the book Who This Book Is For Are you trying to start a career in programming, but haven't found the right way in? Do you have a great idea for an app, but don't know how to make it a reality? Or maybe you're just frustrated that "to learn Android, you must know java." If so, Android Programming for Beginners is for you. You don't need any programming experience to follow along with this book, just a computer and a sense of adventure. What You Will Learn Master the fundamentals of coding Java for Android Install and set up your Android development environment Build functional user interfaces with the Android Studio visual designer Add user interaction, data captures, sound, and animation to your apps Manage your apps' data using the built-in Android SQLite database Find out about the design patterns used by professionals to make top-grade applications Build, deploy, and publish real Android applications to the Google Play marketplace In Detail Android is the most popular OS in the world. There are millions of devices accessing tens of thousands of applications. It is many people's entry point into the world of technology; it is an operating system for everyone. Despite this, the entry-fee to actually make Android applications is usually a computer science degree, or five years' worth of Java experience. Android Programming for Beginners will be your companion to create Android applications from scratch—whether you're looking to start your programming career, make an application for work, be reintroduced to mobile development, or are just looking to program for fun. We will introduce you to all the fundamental concepts of programming in an Android context, from the Java basics to working with the Android API. All examples are created from within Android Studio, the official Android development environment that helps supercharge your application development process. After this crash-course, we'll dive deeper into Android programming and you'll learn how to create applications with a professional-standard UI through fragments, make location-aware apps with Google Maps integration, and store your user's data with SQLite. In addition, you'll see how to make your apps multilingual, capture images from a device's camera, and work with graphics, sound, and animations too. By the end of this book, you'll be ready to start building your own custom applications in Android and Java. Style and approach With more than 40 mini apps to code and run, Android Programming for Beginners is a hands-on guide to learning Android and Java. Each example application demonstrates a different aspect of Android programming. Alongside these mini apps, we push your abilities by building three larger applications to demonstrate Android application development in context.

Designing Mobile Interfaces Steven Hoober,Eric Berkman,2011-11 With hundreds of thousands of mobile applications available today, your app has to capture users immediately. This book provides practical techniques to help you catch—and keep—their attention. You'll learn core principles for designing effective user interfaces,

along with a set of common patterns for interaction design on all types of mobile devices. Mobile design specialists Steven Hoober and Eric Berkman have collected and researched 76 best practices for everything from composing pages and displaying information to the use of screens, lights, and sensors. Each pattern includes a discussion of the design problem and solution, along with variations, interaction and presentation details, and antipatterns. Compose pages so that information is easy to locate and manipulate Provide labels and visual cues appropriate for your app's users Use information control widgets to help users quickly access details Take advantage of gestures and other sensors Apply specialized methods to prevent errors and the loss of user-entered data Enable users to easily make selections, enter text, and manipulate controls Use screens, lights, haptics, and sounds to communicate your message and increase user satisfaction Designing Mobile Interfaces is another stellar addition to O'Reilly's essential interface books. Every mobile designer will want to have this thorough book on their shelf for reference. —Dan Saffer, Author of Designing Gestural Interfaces

  Bartholomew and the Oobleck Dr. Seuss,2013-11-05 Join Bartholomew Cubbins in Dr. Seuss's Caldecott Honor–winning picture book about a king's magical mishap! Bored with rain, sunshine, fog, and snow, King Derwin of Didd summons his royal magicians to create something new and exciting to fall from the sky. What he gets is a storm of sticky green goo called Oobleck—which soon wreaks havock all over his kingdom! But with the assistance of the wise page boy Bartholomew, the king (along with young readers) learns that the simplest words can sometimes solve the stickiest problems.

  Building Mobile Apps at Scale Gergely Orosz,2021-04-06 While there is a lot of appreciation for backend and distributed systems challenges, there tends to be less empathy for why mobile development is hard when done at scale. This book collects challenges engineers face when building iOS and Android apps at scale, and common ways to tackle these. By scale, we mean having numbers of users in the millions and being built by large engineering teams. For mobile engineers, this book is a blueprint for modern app engineering approaches. For non-mobile engineers and managers, it is a resource with which to build empathy and appreciation for the complexity of world-class mobile engineering. The book covers iOS and Android mobile app challenges on these dimensions: Challenges due to the unique nature of mobile applications compared to the web, and to the backend. App complexity challenges. How do you deal with increasingly complicated navigation patterns? What about non-deterministic event combinations? How do you localize across several languages, and how do you scale your automated and manual tests? Challenges due to large engineering teams. The larger the mobile team, the more challenging it becomes to ensure a consistent architecture. If your company builds multiple apps, how do you balance not rewriting everything from scratch while moving at a fast pace, over waiting on centralized teams? Cross-platform approaches. The tooling to build mobile apps keeps changing. New languages, frameworks, and approaches that all promise to address the pain points of mobile engineering keep appearing. But which approach should you choose? Flutter, React Native, Cordova? Native apps? Reuse business logic written in Kotlin, C#, C++ or other languages? What engineering approaches do world-class mobile engineering teams choose in non-functional aspects like code quality, compliance, privacy, compliance, or with experimentation, performance, or app size?

  Waking Up Sam Harris,2014-09-09 For the millions of Americans who want spirituality without religion, Sam Harris's latest New York Times bestseller is a guide to meditation as a rational practice informed by neuroscience and psychology. From Sam Harris, neuroscientist and author of numerous New York Times bestselling books, Waking Up is for the twenty percent of Americans who follow no religion but who suspect that important truths can be found in the experiences of such figures as Jesus, the Buddha, Lao Tzu, Rumi, and the other saints and sages of history. Throughout this book, Harris argues that there is more to understanding reality than science and secular culture generally allow, and that how we pay attention to the present moment largely determines the quality of our lives. Waking Up is part memoir and part exploration of the scientific underpinnings of spirituality. No other book marries contemplative wisdom and modern science in this way, and no author other than Sam Harris—a scientist, philosopher, and famous skeptic—could write it.

  Learning Swift Andrew J Wagner,2016-03-23 Develop the skills required to create compelling, maintainable, and robust iOS and OS X apps with Swift About This Book Write expressive, understandable, and maintainable Swift 2 code with this hands-on tutorial Unveil the complex underpinnings of Swift to turn your app ideas into reality This book is packed with real-life examples to help you implement concepts as you learn Who This Book Is For If you are looking to build iOS or OS X apps using the most modern technology, this book is ideal for you. You will find this book especially useful if you are new to programming or if you are yet to develop for iOS or OS X. No prior programming exposure is required. What You Will Learn Form a solid understanding of the Swift 2 language Get to know the practical aspects of how a computer program actually works Understand the paradigms used by Apple's frameworks so you are not intimidated by them Utilize the vast resources written in Objective-C to better inform your Swift programming Develop a basic portfolio of Swift code by learning the critical concepts Experience both object-oriented and functional programming Get to know the new coding techniques made available by Swift 2 Discover resources to ensure you never stop becoming a better developer In Detail Swift is Apple's new programming language and the future of iOS and OS X app development. It is a high-performance language that feels like a modern scripting language. On the surface, Swift is easy to jump into, but it has complex underpinnings that are critical to becoming proficient at turning an idea into reality. This book is an approachable, step-by-step introduction into programming with Swift for everyone. It begins by giving you an overview of the key features through practical examples and progresses to more advanced topics that help differentiate the proficient developers from the mediocre ones. It covers important concepts such as Variables, Optionals, Closures, Generics, and Memory Management. Mixed in with those concepts, it also helps you learn the art of programming such as maintainability, useful design patterns, and resources to further your knowledge. This all culminates in writing a basic iOS app that will get you well on your way to turning your own app ideas into reality. Style and approach This is an approachable, step-by-step guide to programming in Swift 2. Each topic is separated into compressible sections that are full of practical examples and easy-to-understand explanations. Each section builds on the previous topics so you can develop a proficient and comprehensive understanding of app development in Swift 2.

  Android Programming for Beginners John Horton,2018-10-31 Learn all the Java and Android skills you need to start making powerful mobile applications with practical and actionable steps Key FeaturesKick-start your Android programming career, or just have fun publishing apps to the Google Play marketplaceA first-principles

introduction to Java, via Android, which means you'll be able to start building your own applications from scratchLearn by example and build four real-world apps and dozens of mini-apps throughout the bookBook Description Are you trying to start a career in programming, but haven't found the right way in? Do you have a great idea for an app, but don't know how to make it a reality? Or maybe you're just frustrated that in order to learn Android, you must know Java. If so, then this book is for you. This new and expanded second edition of Android Programming for Beginners will be your companion to create Android Pie applications from scratch. We will introduce you to all the fundamental concepts of programming in an Android context, from the basics of Java to working with the Android API. All examples use the up-to-date API classes, and are created from within Android Studio, the official Android development environment that helps supercharge your application development process. After this crash course, we'll dive deeper into Android programming and you'll learn how to create applications with a professional-standard UI through fragments and store your user's data with SQLite. In addition, you'll see how to make your apps multilingual, draw to the screen with a finger, and work with graphics, sound, and animations too. By the end of this book, you'll be ready to start building your own custom applications in Android and Java. What you will learnMaster the fundamentals of coding Java for Android Pie Install and set up your Android development environment Build functional user interfaces with the Android Studio visual designer Add user interaction, data captures, sound, and animation to your apps Manage your apps' data using the built-in Android SQLite database Find out about the design patterns used by professionals to make top-grade applications Build, deploy, and publish real Android applications to the Google Play marketplaceWho this book is for This book is for you if you are completely new to Java, Android, or programming and want to make Android applications. This book also acts as a refresher for those who already have experience of using Java on Android to advance their knowledge and make fast progress through the early projects.

Android Apps for Absolute Beginners Wallace Jackson,2017-03-14 Get your first Android apps up and running with the help of plain English and practical examples. If you have a great idea for an Android app, but have never programmed before, then this book is for you. Android Apps for Absolute Beginners cuts through the fog of jargon and mystery that surrounds Android app development, and gives you simple, step-by-step instructions to get you started. This book teaches Android application development in language anyone can understand, giving you the best possible start in Android development. It provides clean, straightforward examples that make learning easy, allowing you to pick up the concepts without fuss. It offers clear code descriptions and layout so that you can get your apps running as soon as possible Although this book covers what's new in Android 7, it is also backwards compatible to cover some of the previous Android releases. What You'll Learn Download, install, and configure the latest software needed for Android app development Work efficiently using an integrated development environment (IDE) Build useful, attractive applications and get them working immediately Create apps with ease using XML markup and drag-and-drop graphical layout editors Use new media and graphics to skin your app so that it has maximum appeal Create advanced apps combining XML, Java and new media content Who This Book Is For If you have a great idea for an Android app, but have never programmed before, then this book is for you. You don't need to have any previous computer programming skills — as long as you have a desire to learn and you know which end of the mouse is which, the world of Android apps development awaits.

Ruby on Rails Tutorial Michael Hartl,2016-11-17 This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Used by sites as varied as Twitter, GitHub, Disney, and Airbnb, Ruby on Rails is one of the most popular frameworks for developing web applications, but it can be challenging to learn and use. Whether you're new to web development or new only to Rails, Ruby on Rails™ Tutorial, Fourth Edition, is the solution. Best-selling author and leading Rails developer Michael Hartl teaches Rails by guiding you through the development of three example applications of increasing sophistication. The tutorial's examples focus on the general principles of web development needed for virtually any kind of website. The updates to this edition include full compatibility with Rails 5, a division of the largest chapters into more manageable units, and a huge number of new exercises interspersed in each chapter for maximum reinforcement of the material. This indispensable guide provides integrated tutorials not only for Rails, but also for the essential Ruby, HTML, CSS, and SQL skills you need when developing web applications. Hartl explains how each new technique solves a real-world problem, and then he demonstrates it with bite-sized code that's simple enough to understand, yet novel enough to be useful. Whatever your previous web development experience, this book will guide you to true Rails mastery. This book will help you Install and set up your Rails development environment, including pre-installed integrated development environment (IDE) in the cloud Go beyond generated code to truly understand how to build Rails applications from scratch Learn testing and test-driven development (TDD) Effectively use the Model-View-Controller (MVC) pattern Structure applications using the REST architecture Build static pages and transform them into dynamic ones Master the Ruby programming skills all Rails developers need Create high-quality site layouts and data models Implement registration and authentication systems, including validation and secure passwords Update, display, and delete users Upload images in production using a cloud storage service Implement account activation and password reset, including sending email with Rails Add social features and microblogging, including an introduction to Ajax Record version changes with Git and create a secure remote repository at Bitbucket Deploy your applications early and often with Heroku

Java Concepts Cay S. Horstmann,2005-01-04 This fourth edition gives an accessible introduction to the Java language and a grounding in the fundamental computer science concepts. It includes expanded coverage of graphical user interfaces (GUIs) and Applets as well as updated examples and exercises.

Learning MIT App Inventor Derek Walter,Mark Sherman,2014-11-21 With MIT's App Inventor 2, anyone can build complete, working Android apps—without writing code! This complete tutorial will help you do just that, even if you have absolutely no programming experience. Unlike books focused on the obsolete Google version, Learning MIT App Inventor is written from the ground up for MIT's dramatically updated Version 2. The authors guide you step-by-step through every task and feature, showing you how to create apps by dragging, dropping, and connecting puzzle pieces—not writing code. As you learn, you'll also master expert design and development techniques you can build on if you ever do want to write code. Through hands-on projects, you'll master features ranging from GPS to animation, build high-quality user interfaces, make everything work, and test it all with App Inventor's emulator. (You won't even need an Android device!) All examples for this book are available at theapplanet.com/appinventor Coverage includes: Understanding mobile devices and how mobile apps run on them Planning your app's behavior and appearance with the Designer Using the Blocks Editor to tell your app what to do and how to do it Creating variables and learning how to use them effectively Using procedures to group

and reuse pieces of code in larger, more complicated apps Storing data in lists and databases Using App Inventor's gaming, animation, and media features Creating more sophisticated apps by using multiple screens Integrating sensors to make your app location-aware Debugging apps and fixing problems Combining creativity and logical thinking to envision more complex apps

Deep Learning for Coders with fastai and PyTorch Jeremy Howard,Sylvain Gugger,2020-06-29 Deep learning is often viewed as the exclusive domain of math PhDs and big tech companies. But as this hands-on guide demonstrates, programmers comfortable with Python can achieve impressive results in deep learning with little math background, small amounts of data, and minimal code. How? With fastai, the first library to provide a consistent interface to the most frequently used deep learning applications. Authors Jeremy Howard and Sylvain Gugger, the creators of fastai, show you how to train a model on a wide range of tasks using fastai and PyTorch. You'll also dive progressively further into deep learning theory to gain a complete understanding of the algorithms behind the scenes. Train models in computer vision, natural language processing, tabular data, and collaborative filtering Learn the latest deep learning techniques that matter most in practice Improve accuracy, speed, and reliability by understanding how deep learning models work Discover how to turn your models into web applications Implement deep learning algorithms from scratch Consider the ethical implications of your work Gain insight from the foreword by PyTorch cofounder, Soumith Chintala

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