Iconutils

Yair M. Altman

Mac Hacks Chris Seibold,2013-03-15 Presents fifty hacks to customize performance of a Mac, including automating tasks, increasing security, playing Wii games, and modifying wifi.

Undocumented Secrets of MATLAB-Java Programming Yair M. Altman,2011-12-05 For a variety of reasons, the MATLAB®-Java interface was never fully documented. This is really quite unfortunate: Java is one of the most widely used programming languages, having many times the number of programmers and programming resources as MATLAB. Also unfortunate is the popular claim that while MATLAB is a fine programming platform for prototyping, it is not suitable for real-world, modern-looking applications. Undocumented Secrets of MATLAB®-Java Programming aims to correct this misconception. This book shows how using Java can significantly improve MATLAB program appearance and functionality, and that this can be done easily and even without any prior Java knowledge. Readers are led step-by-step from simple to complex customizations. Code snippets, screenshots, and numerous online references are provided to enable the utilization of this book as both a sequential tutorial and as a random-access reference suited for immediate use. Java-savvy readers will find it easy to tailor code samples for their particular needs; for Java newcomers, an introduction to Java and numerous online references are provided. This book demonstrates how The MATLAB programming environment relies on Java for numerous tasks, including networking, data-processing algorithms and graphical user-interface (GUI) We can use MATLAB for easy access to external Java functionality, either third-party or user-created Using Java, we can extensively customize the MATLAB environment and application GUI, enabling the

creation of visually appealing and usable applications

Hands-On GUI Application Development in Go
Andrew Williams,2019-02-25 Discover Golang's GUI libraries such as Go-GTK (GIMP Toolkit) and Go-Qt and build beautiful, performant, and responsive graphical applications Key FeaturesConceptualize and build state-of-art GUI applications with Golang (Go)Tackle the complexity of varying GUI application sizes with a structured and scalable approachGet hands-on experience of GUI development with Shiny, and labs/ui, Fyne, and WalkBook Description Go is often compared to C++ when it comes to low-level programming and implementations that require faster processing, such as Graphical User Interfaces (GUIs). In fact, many claim that Go is superior to C++ in terms of its concurrency and ease of use. Most graphical application toolkits, though, are still written using C or C++, and so they don't enjoy the benefits of using a modern programming language such as Go. This guide to programming GUIs with Go 1.11 explores the various toolkits available, including UI, Walk, Shiny, and Fyne. The book compares the vision behind each project to help you pick the right approach for your project. Each framework is described in detail, outlining how you can build performant applications that users will love. To aid you further in creating applications using these emerging technologies, you'll be able to easily refer to code samples and screenshots featured in the book. In addition to toolkit-specific discussions, you'll cover more complex topics, such as how to structure growing graphical applications, and how cross-platform applications can integrate with each desktop operating system to create a seamless user experience. By delving into techniques and best practices for organizing and scaling Go-based graphical applications, you'll also glimpse Go's impressive concurrency system. In the

concluding chapters, you'll discover how to distribute to the main desktop marketplaces and distribution channels. By the end of this book, you'll be a confident GUI developer who can use the Go language to boost the performance of your applications. What you will learnUnderstand the benefits and complexities of building native graphical applications Gain insights into how Go makes cross-platform graphical application development simple Build platform-native GUI applications using andlabs/ui Develop graphical Windows applications using Walk Create multiplatform GUI applications using Shiny, Nuklear, and Fyne Use Go wrappers for GTK and Qt for GUI application development Streamline your requirements to pick the correct toolkit strategyWho this book is for This book is designed for Go developers who are interested in building native graphical applications for desktop computers and beyond. Some knowledge of building applications using Go is useful, but not essential. Experience in developing GUIs is not required as the book explores the benefits and challenges they pose. This book will also be beneficial for GUI application developers who are interested in trying Go.

HTML5 Game Engines Dan Nagle,2014-04-28 This book is an introduction to development with HTML5 game engines, an in-depth look at some popular engines, downloadable example projects for each engine, and techniques on how to package and distribute the final app to all the major platforms.

Pro Internet Explorer 8 & 9 Development Matthew Crowley,2011-01-26 This book is an in-depth guide to writing applications that embrace and extend the new features and capabilities of Windows Internet Explorer 8 and 9. With solid instruction, hands-on examples, and expert insight direct from the source into extending the browser, you'll learn how to create and maintain powerful

applications for Microsoft's next-generation Internet platform. Join author Matthew Crowley as you discover how to take advantage of new features like accelerators, WebSlices, and search providers, and create intense web experiences for the browser that ships by default with the popular Windows 7 operating system. If you're interested in creating and shipping high-quality, feature-rich applications for the Web, Pro Internet Explorer 8 & 9 Development is the only resource you need.

Inside Macintosh Apple Computer, Inc,1993 A companion volume to Inside Macintosh: Macintosh Toolbox Essentials, this book describes important Macintosh features such as how to support copy and paste, provide Balloon help, and create control panels. The managers discussed include Help, List, Resource, and Scrap. Together these two volumes constitute the complete and authoritative reference to the Macintosh Toolbox.

Xcode 5 Start to Finish Fritz F. Anderson,2014-05-03 Use Xcode 5 to Write Great iOS and OS X Apps! Xcode 5 Start to Finish will help you use the tools in Apple's Xcode 5 to improve productivity, write great code, and leverage the newest iOS 7 and OS X Mavericks features. Drawing on thirty years of experience developing for Apple platforms and helping others do so, Fritz Anderson shows you a complete best-practice Xcode workflow. Through three full sample projects, you'll learn to integrate testing, source control, and other key skills into a high-efficiency process that works. Anderson shows you better ways to storyboard, instrument, build, and compile code, and helps you apply innovations ranging from Quick Look to Preview Assistant. By the time you're finished, you'll have the advanced Xcode skills to develop outstanding software. Coverage includes Setting breakpoints and tracing execution for active debugging Creating libraries by adding and building new

targets Integrating Git or Subversion version control Creating iOS projects with MVC design Designing Core Data schemas for iOS apps Linking data models to views Designing UI views with Interface Builder Using the improved Xcode 5 Autolayout editor Improving reliability with unit testing Simplifying iOS provisioning Leveraging refactoring and continual error checking Using OS X bindings, bundles, packages, frameworks, and property lists Localizing your apps Controlling how Xcode builds source code into executables Analyzing processor and memory usage with Instruments Integrating with Mavericks Server's sleek continuous integration system Register your book at www.informit.com/register for access to this title's downloadable code.

Banyan VINES Jim Krochmal,1994 A complete, detailed reference to the VINES product, to other related products offered by Banyan, and to the technologies that are associated with VINES local area networks.

PC Mom Woody Leonhard,Barry Simon,1995 Mom is back--better than ever! In this new masterpiece, bestselling authors Leonhard and Simon take readers on a hilarious tour through the world of the PC. Whether users are trying to wring the last bit of power from their PC--or just trying to get it to work--PC Mom is a goldmine of useful information in plain English. Includes two CD-ROMs.

Comptes Rendus ,1988

Proceedings, Graphics Interface '88 ,1988

Xcode 5 Start to Finish Fritz Anderson,2014 A guide to Apple's Xcode 5, covering such topics as creating iOS projects with MVC design; designing Core Data schemas for iOS apps; linking data models to views; and creating libraries by adding and building new targets.

Undocumented Secrets of MATLAB-Java Programming Yair M. Altman,2011-12-05 For a variety of

reasons, the MATLAB®-Java interface was never fully documented. This is really quite unfortunate: Java is one of the most widely used programming languages, having many times the number of programmers and programming resources as MATLAB. Also unfortunate is the popular claim that while MATLAB is a fine programming platform for prototyping, it is not suitable for real-world, modern-looking applications. Undocumented Secrets of MATLAB®-Java Programming aims to correct this misconception. This book shows how using Java can significantly improve MATLAB program appearance and functionality, and that this can be done easily and even without any prior Java knowledge. Readers are led step-by-step from simple to complex customizations. Code snippets, screenshots, and numerous online references are provided to enable the utilization of this book as both a sequential tutorial and as a random-access reference suited for immediate use. Java-savvy readers will find it easy to tailor code samples for their particular needs; for Java newcomers, an introduction to Java and numerous online references are provided. This book demonstrates how The MATLAB programming environment relies on Java for numerous tasks, including networking, data-processing algorithms and graphical user-interface (GUI) We can use MATLAB for easy access to external Java functionality, either third-party or user-created Using Java, we can extensively customize the MATLAB environment and application GUI, enabling the creation of visually appealing and usable applications

Accelerating MATLAB Performance Yair M. Altman,2014-12-11 The MATLAB® programming environment is often perceived as a platform suitable for prototyping and modeling but not for serious applications. One of the main complaints is that MATLAB is just too slow. Accelerating MATLAB Performance aims to correct this

perception by describing multiple ways to greatly improve MATLAB program speed. Packed with thousands of helpful tips, it leaves no stone unturned, discussing every aspect of MATLAB. Ideal for novices and professionals alike, the book describes MATLAB performance in a scale and depth never before published. It takes a comprehensive approach to MATLAB performance, illustrating numerous ways to attain the desired speedup. The book covers MATLAB, CPU, and memory profiling and discusses various tradeoffs in performance tuning. It describes both the application of standard industry techniques in MATLAB, as well as methods that are specific to MATLAB such as using different data types or built-in functions. The book covers MATLAB vectorization, parallelization (implicit and explicit), optimization, memory management, chunking, and caching. It explains MATLAB's memory model and details how it can be leveraged. It describes the use of GPU, MEX, FPGA, and other forms of compiled code, as well as techniques for speeding up deployed applications. It details specific tips for MATLAB GUI, graphics, and I/O. It also reviews a wide variety of utilities, libraries, and toolboxes that can help to improve performance. Sufficient information is provided to allow readers to immediately apply the suggestions to their own MATLAB programs. Extensive references are also included to allow those who wish to expand the treatment of a particular topic to do so easily. Supported by an active website, and numerous code examples, the book will help readers rapidly attain significant reductions in development costs and program run times.

Learn Raspberry Pi with Linux Peter Membrey,David Hows,2013-02-26 Learn Raspberry Pi with Linux will tell you everything you need to know about the Raspberry Pi's GUI and command line so you can get started doing amazing things. You'll learn how to set up your new Raspberry Pi

with a monitor, keyboard and mouse, and you'll discover that what may look unfamiliar in Linux is really very familiar. You'll find out how to connect to the internet, change your desktop settings, and you'll get a tour of installed applications. Next, you'll take your first steps toward being a Raspberry Pi expert by learning how to get around at the Linux command line. You'll learn about different shells, including the bash shell, and commands that will make you a true power user. Finally, you'll learn how to create your first Raspberry Pi projects: Making a Pi web server: run LAMP on your own network Making your Pi wireless: remove all the cables and retain all the functionality Making a Raspberry Pi-based security cam and messenger service: find out who's dropping by Making a Pi media center: stream videos and music from your Pi Raspberry Pi is awesome, and it's Linux. And it's awesome because it's Linux. But if you've never used Linux or worked at the Linux command line before, it can be a bit daunting. Raspberry Pi is an amazing little computer with tons of potential. And Learn Raspberry Pi with Linux can be your first step in unlocking that potential.

Scale-Bright Benjanun Sriduangkaew,2014 Julienne's aunts are the archer who shot down the suns and the woman who lives on the moon. They teach her that there's more to the city of her birth than meets the eye--that beneath the modern chrome and glass of Hong Kong there are demons, gods, and the seethe of ancient feuds. As a mortal Julienne is to give them wide berth, for unlike her divine aunts she is painfully vulnerable, and choice prey for any demon. Until one day, she comes across a wounded, bleeding woman no one else can see, and is drawn into an old, old story of love, snake women, and the deathless monk who hunts them.--Back cover.

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

Mastering AmigaDOS 3: Tutorial Mark Smiddy,Bruce Smith,1993

Adobe PageMaker 6.5 ,1997 Classroom in a Book: Adobe PageMaker 6.5 is a cross-platform, self-paced training guide to all the power and features of the top-rated DTP software. In a matter of hours, users can fully

comprehend the complexities of the software by doing rather than reading. The CD contains the art files, text files, fonts, and training materials needed to complete the tutorial lessons.

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