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Yihui Xie,J.J. Allaire,Garrett Grolemond

Digital Image Processing for Medical Applications Geoff Dougherty,2009 Hands-on text for a first course aimed at end-users, focusing on concepts, practical issues and problem solving.

Mastering openFrameworks: Creative Coding Demystified Denis Perevalov,2013-09-23 This book gives clear and effective instructions, stuffed with practical examples, to build your own fun, stunning and highly-interactive openFrameworks applications. Each chapter is focused differently and has a new theme to it,This book targets visual artists, designers, programmers and those interested in creative coding by getting started with openFrameworks. This book will help you understand the capabilities of openFrameworks to help you create visually stunning and fully interactive applications. You should have a basic knowledge of object oriented programming, such as C++, Java, Python, ActionScript 3, etc.

Java For Dummies Barry A. Burd,2011-03-03 Start building powerful programs with Java 6—fast! Get an overview of Java 6 and begin building your own programs Even if you're new to Java programming—or to programming in general—you can get up and running on this wildly popular language in a hurry. This book makes it easy! From how to install and run Java to understanding classes and objects and juggling values with arrays and collections, you will get up to speed on the new features of Java 6 in no time. Discover how to Use object-oriented programming Work with the changes in Java 6 and JDK 6 Save time by reusing code Mix Java and Javascript with the new scripting tools Troubleshoot code problems and fix bugs All on the bonus CD-ROM Custom build of JCreator and all the code files used in the book Bonus chapters not included in the book Trial version of Jindent, WinOne, and NetCaptor freeware System Requirements: For details and complete system requirements, see the CD-ROM appendix. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Introducing Python Bill Lubanovic,2019-11-06 Easy to understand and fun to read, this updated edition of Introducing Python is ideal for beginning programmers as well as those new to the language. Author Bill Lubanovic takes you from the basics to more involved and varied topics, mixing tutorials with cookbook-style code recipes to explain concepts in Python 3. End-of-chapter exercises help you practice what you've learned. You'll gain a strong foundation in the language, including best practices for testing, debugging, code reuse, and other development tips. This book also shows you how to use Python for applications in business, science, and the arts, using various Python tools and open source packages.

Go Web Programming Sau Sheong Chang, 2016-07-05 Summary *Go Web Programming* teaches you how to build scalable, high-performance web applications in Go using modern design principles. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology The Go language handles the demands of scalable, high-performance web applications by providing clean and fast compiled code, garbage collection, a simple concurrency model, and a fantastic standard library. It's perfect for writing microservices or building scalable, maintainable systems. About the Book *Go Web Programming* teaches you how to build web applications in Go using modern design principles. You'll learn how to implement the dependency injection design pattern for writing test doubles, use concurrency in web applications, and create and consume JSON and XML in web services. Along the way, you'll discover how to minimize your dependence on external frameworks, and you'll pick up valuable productivity techniques for testing and deploying your applications. What's Inside Basics Testing and benchmarking Using concurrency Deploying to standalone servers, PaaS, and Docker Dozens of tips, tricks, and techniques About the Reader This book assumes you're familiar with Go language basics and the general concepts of web development. About the Author Sau Sheong Chang is Managing Director of Digital Technology at Singapore Power and an active contributor to the Ruby and Go communities. Table of Contents PART 1 GO AND WEB APPLICATIONS Go and web applications Go ChitChat PART 2 BASIC WEB APPLICATIONS Handling requests Processing requests Displaying content Storing data PART 3 BEING REAL Go web services Testing your application Leveraging Go concurrency Deploying Go

HTML5 Hacks Jesse Cravens, Jeff Burtoft, 2012-11-15 With 90 detailed hacks, expert web developers Jesse Cravens and Jeff Burtoft demonstrate intriguing uses of HTML5-related technologies. Each recipe provides a clear explanation, screenshots, and complete code examples for specifications that include Canvas, SVG, CSS3, multimedia, data storage, web workers, WebSockets, and geolocation. You'll also find hacks for HTML5 markup elements and attributes that will give you a solid foundation for creative recipes that follow. The last chapter walks you through everything you need to know to get your HTML5 app off the ground, from Node.js to deploying your server to the cloud. Here are just a few of the hacks you'll find in this book: Make iOS-style card flips with CSS transforms and transitions Replace the background of your video with the Canvas tag Use Canvas to create high-res Retina Display-ready media Make elements on your page user-customizable with editable content Cache media resources locally with the filesystem API Reverse-geocode the location of your web app user Process image data with pixel manipulation in a dedicated web worker Push notifications to the

browser with Server-Sent Events

Programming in Go Mark Summerfield,2012 A valuable programming reference provides a complete introduction to the Go programming language, covering all of Go's clean and easy to understand syntax and its built-in arrays, maps, slices and Unicode strings. Original.

OpenVX Programming Guide Frank Brill,Victor Erukhimov,Radha Giduthuru,Stephen Ramm,2020-05-22 OpenVX is the computer vision API adopted by many high-performance processor vendors. It is quickly becoming the preferred way to write fast and power-efficient code on embedded systems. OpenVX Programming Guidebook presents definitive information on OpenVX 1.2 and 1.3, the Neural Network, and other extensions as well as the OpenVX Safety Critical standard. This book gives a high-level overview of the OpenVX standard, its design principles, and overall structure. It covers computer vision functions and the graph API, providing examples of usage for the majority of the functions. It is intended both for the first-time user of OpenVX and as a reference for experienced OpenVX developers. Get to grips with the OpenVX standard and gain insight why various options were chosen Start developing efficient OpenVX code instantly Understand design principles and use them to create robust code Develop consumer and industrial products that use computer vision to understand and interact with the real world

Python and Tkinter Programming John Grayson,1999-03-01 This book includes full documentation for Tkinter, and also offers extensive examples for many real-world Python/Tkinter applications that will give programmers a quick start on their own projects.

iOS 11 Swift Programming Cookbook Vandad Nahavandipoor,2017-12-06 iOS 11, Swift 4, and Xcode 9 provide many new APIs for iOS developers. With this cookbook, you'll learn more than 170 proven solutions for tackling the latest features in iOS 11 and watchOS 4, including new ways to use Swift and Xcode to make your day-to-day app development life easier. This collection of code-rich recipes also gets you up to speed on continuous delivery and continuous integration systems. Ideal for intermediate and advanced iOS developers looking to work with the newest version of iOS, these recipes include reusable code on GitHub, so you can put them to work in your project right away. Among the topics covered in this book: New features in Swift 4 and Xcode 9 Tools for continuous delivery and continuous integration Snapshot testing and test automation Creating document-based applications Updated Map view and Core Location features iOS 11's Security and Password Autofill Data storage with Apple's Core Data Creating lively user interfaces with UI Dynamics Building iMessage applications and sticker packages Integrating Siri into your apps with Siri Kit Creating fascinating

apps for Apple Watch

IOS 10 Swift Programming Cookbook Vandad Nahavandipoor,2016-12-05 Ready to build truly stunning apps for iPhone, iPad, and Apple Watch?

This cookbook—written exclusively in Swift 3—provides more than 120 proven solutions for tackling the latest features in iOS 10 and watchOS 3. With these code-rich recipes, you'll learn how to build dynamic voice interfaces with Siri and messaging apps with iMessage. You'll also learn how to use interactive maps, multitasking functionality, the UI Testing framework, and many other features. This cookbook is ideal for intermediate and advanced iOS developers looking to work with the newest versions of Apple's mobile operating systems. Each recipe includes reusable code that's available on GitHub, so you can put it to work right away. Let users interact with your apps and services through Siri Write your own iMessage extensions that allow added interactivity Work with features in Swift 3, Xcode 8, and Interface Builder Build standalone apps for Apple Watch Create vibrant user interfaces with new UIKit features Use Spotlight APIs to make your app content searchable Add Picture in Picture playback functionality to iPad apps Take advantage of MapKit and Core Location updates Use Apple's new UI Testing framework Liven up your UI with gravity and turbulence fields

Mining the Social Web Matthew A. Russell,Mikhail Klassen,2018-12-04 Mine the rich data tucked away in popular social websites such as Twitter, Facebook, LinkedIn, and Instagram. With the third edition of this popular guide, data scientists, analysts, and programmers will learn how to glean insights from social media—including who's connecting with whom, what they're talking about, and where they're located—using Python code examples, Jupyter notebooks, or Docker containers. In part one, each standalone chapter focuses on one aspect of the social landscape, including each of the major social sites, as well as web pages, blogs and feeds, mailboxes, GitHub, and a newly added chapter covering Instagram. Part two provides a cookbook with two dozen bite-size recipes for solving particular issues with Twitter. Get a straightforward synopsis of the social web landscape Use Docker to easily run each chapter's example code, packaged as a Jupyter notebook Adapt and contribute to the code's open source GitHub repository Learn how to employ best-in-class Python 3 tools to slice and dice the data you collect Apply advanced mining techniques such as TFIDF, cosine similarity, collocation analysis, clique detection, and image recognition Build beautiful data visualizations with Python and JavaScript toolkits

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Python Tutorial 3.11.3 Guido Van Rossum, Python Development Team, 2023-05-12

C++ Concurrency in Action Anthony Williams, 2019-02-07 This book should be on every C++ programmer's desk. It's clear, concise, and valuable. - Rob Green, Bowling Green State University This bestseller has been updated and revised to cover all the latest changes to C++ 14 and 17! C++ Concurrency in Action, Second Edition teaches you everything you need to write robust and elegant multithreaded applications in C++17. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology You choose C++ when your applications need to run fast. Well-designed concurrency makes them go even faster. C++ 17 delivers strong support for the multithreaded, multiprocessor programming required for fast graphic processing, machine learning, and other performance-sensitive tasks. This exceptional book unpacks the features, patterns, and best practices of production-grade C++ concurrency. About the Book C++ Concurrency in Action, Second Edition is the definitive guide to writing elegant multithreaded applications in C++. Updated for C++ 17, it carefully addresses every aspect of concurrent development, from starting new threads to designing fully functional multithreaded algorithms and data structures. Concurrency master Anthony Williams presents examples and practical tasks in every chapter, including insights that will delight even the most experienced developer. What's inside Full coverage of new C++ 17 features Starting and managing threads Synchronizing concurrent operations Designing concurrent code Debugging multithreaded applications About the Reader Written for intermediate C and C++ developers. No prior experience with concurrency required. About the Author Anthony Williams has been an active member of the BSI C++ Panel since 2001 and is the developer of the just::thread Pro extensions to the C++ 11 thread library. Table of Contents Hello, world of concurrency in C++! Managing threads Sharing data between threads Synchronizing concurrent

operations The C++ memory model and operations on atomic types Designing lock-based concurrent data structures Designing lock-free concurrent data structures Designing concurrent code Advanced thread management Parallel algorithms Testing and debugging multithreaded applications

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Programming Microsoft ASP.NET MVC Dino Esposito,2011-10-15 Fully updated for ASP.NET MVC 3. Delve into the features, principles, and pillars of the ASP.NET MVC framework—deftly guided by web development luminary Dino Esposito. ASP.NET MVC forces developers to think in terms of distinct components—Model, View, Controller—that make it easier to manage application complexity, while allowing strict control over the markup. Plunge into the framework’s internal mechanics and gain perspectives on how to use this programming model versus Web Forms, and begin building your own MVC-based applications quickly.

Web Mapping Illustrated Tyler Mitchell,2005-06-17 Provides information on how to create custom maps from tools available over the Internet.

IOS 12 App Development Essentials Neil Smyth,2018-11 iOS 12 App Development Essentials, the latest edition of this popular book series, has now been fully updated for the iOS 12 SDK, Xcode 10 and the Swift 4 programming language and contains everything needed to learn how to develop iOS apps for the iPhone and iPad.

A Computational Introduction to Digital Image Processing Alasdair McAndrew,2015-10-28 Highly Regarded, Accessible Approach to Image Processing Using Open-Source and Commercial SoftwareA Computational Introduction to Digital Image Processing, Second Edition explores the nature and use of digital images and shows how they can be obtained, stored, and displayed. Taking a strictly elementary perspective, the book only covers topics that

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