

Nikon Sdk C Wrapper

Aaron Hillegass, Joe Conway

Learning AV Foundation Bob McCune, 2014 The massive success of apps like Instagram, iMovie, and Vine proves that users want tools to help them capture, edit, and share their lives. If you want to build those apps for iOS or OS X, you need to understand Apple's most powerful media framework: AV Foundation. Until now, however, this meant wrestling with Apple's massive, out-of-date API documentation. Now, there's a more productive and efficient alternative. Learning AV Foundation helps you gain real-world mastery by teaching each aspect of the framework in the context of building real world applications. By the time you finish, you'll have built a voice memo app, custom video player, video editor, and an image and video camera app -- and you'll have mastered all the techniques you need to write your own advanced media apps with AV Foundation. Most chapters contain additional optional exercises, to help you further deepen your understanding. Learning AV Foundation comes with a complete collection of starter apps that abstract away visual aspects, so you can focus solely on AV Foundation without getting bogged down in supporting infrastructure. Coverage includes: Understanding the AV Foundation media environment ; Basic techniques for working with media: playback, recording, and more ; Basic and advanced media capture ; Media creation and editing: composing media, mixing audio, creating video transitions, and layering animated content ; Advanced topics, including real-time audio and video effects ; Integrating AV Foundation with Core Audio.

Objective-C Programming Aaron Hillegass, 2011 Looks at the basics of Objective-C programming for Apple technologies, covering such topics as Xcode, classes, properties, categories, loops, and ARC.

Game Programming using Qt 5 Beginner's Guide Pavel Vladimirovich Strakhov, 2018-04-30 A complete guide to designing and building fun games with Qt and Qt Quick using associated toolsets Key Features A step by step guide to learn Qt by building simple yet entertaining games Get acquainted with a small yet powerful addition—Qt Gamepad Module, that enables Qt applications to support the use of gamepad hardware Understand technologies such as QML, OpenGL, and Qt Creator to design intuitive games Book Description Qt is the leading cross-platform toolkit for all significant desktop, mobile, and embedded platforms and is becoming popular by the day, especially on mobile and embedded devices. It's a powerful tool that perfectly fits the needs of game developers. This book will help you learn the basics of Qt and will equip you with the necessary toolsets to build apps and games. The book begins by how to create an application and prepare a working environment for both desktop and mobile platforms. You will learn how to use built-in Qt widgets and Form Editor to create a GUI application and then learn the basics of creating graphical interfaces and Qt's core concepts. Further, you'll learn to enrich your games by implementing network connectivity and employing scripting. You will learn about Qt's capabilities for handling strings and files, data storage, and serialization. Moving on, you will learn about the new Qt Gamepad module and how to add it in your game and then delve into OpenGL and Vulkan, and how it can be used in Qt applications to implement hardware-accelerated 2D and 3D graphics. You will then explore various facets of Qt Quick: how it can be used in games to add game logic, add game physics, and build astonishing UIs for your games. By the end of this book, you will have developed the skillset to develop interesting games with Qt. What you will learn Install the latest version of Qt on your system Understand the basic concepts of every Qt game and application Develop 2D object-oriented graphics using Qt Graphics View Build multiplayer games or add a chat function to your games with Qt Network module Script your game with Qt QML Explore the Qt Gamepad module in order to integrate gamepad support in C++ and QML applications Program resolution-independent and fluid UIs using QML and Qt Quick Control your game flow in line with mobile device sensors Test and debug your game easily with Qt Creator and Qt Test Who this book is for If you want to create great graphical user interfaces and astonishing games with Qt, this book is ideal for you. No previous knowledge of Qt is required; however knowledge of C++ is mandatory.

The Art of RAW Conversion Uwe Steinmueller, Jürgen Gulbins, 2006 The authors (both experts in digital photography, file processing, printing, and color management) describe the conversion tools used to enhance RAW files and maximize photo quality. All techniques covered are based on practical experience and explained with step-by-step instructions.

Emerging Technologies in Data Mining and Information Security Ajith Abraham, Paramartha Dutta, Jyotsna Kumar Mandal, Abhishek Bhattacharya, Soumi Dutta, 2018-09-01 The book features research papers presented at the International Conference on Emerging Technologies in Data Mining and Information Security (IEMIS 2018) held at the University of Engineering & Management, Kolkata, India, on February 23-25, 2018. It comprises high-quality research by academics and industrial experts in the field of computing and communication, including full-length papers, research-in-progress papers, case studies related to all the areas of data mining, machine learning, IoT and information security.

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

Advances in Signal Processing and Intelligent Recognition Systems Sabu M. Thampi, Rajesh M. Hegde, Sri Krishnan, Jayanta Mukhopadhyay, Vipin Chaudhary, Oge Marques, Selwyn Piramuthu, Juan M. Corchado, 2020-04-30 This book constitutes the refereed proceedings of the 5th International Symposium on Advances in Signal Processing and Intelligent Recognition Systems, SIRS 2019, held in Trivandrum, India, in December 2019. The 19 revised full papers and 8 revised short papers presented were carefully reviewed and selected from 63 submissions. The papers cover wide research fields including information retrieval, human-computer interaction (HCI), information extraction, speech recognition.

Active and Assisted Living Francisco Florez-Revuelta, Alexandros Andre Chaaraoui, 2016-08-10 This is a broad introductory handbook, for academic and industry researchers, covering the major technologies and applications in Ambient Assisted Living (AAL). Set out in three main sections: Part 1 focuses on current state-of-the-art technology and critical analysis; Part 2 covers the applications of these technologies; and Part 3 includes general issues such as usability, accessibility, privacy and ethics. With contributions from around the world, topics covered include: smart homes, environmental sensors and data fusion, wearable sensors, devices and smart clothes, standards and interoperability, computer vision for AAL, reasoning systems, person-environment interaction, networks and integration platforms, assistive and service robotics, tele-care and telehealth, gait analysis, fall prevention, detection and intervention, prevention and management of chronic conditions, support to activities of daily living, mental health and cognitive stimulation, indoor and outdoor mobility, well being, social interaction and isolation, usability, accessibility, privacy and ethical issues. Active and Assisted Living is an essential resource for researchers in academia and industry developing AAL technologies. Students, healthcare practitioners and engineers, in this cross-disciplinary field, which includes robotics and automation,

telecommunications, computing and healthcare, will find this handbook of use.

No Man's Land Sandra M. Gilbert, Susan Gubar, 1991-01-23 V.1 the war of the words. V.2 sexchanges.

Android Game Programming For Dummies Derek James, 2012-11-30 Learn how to create great games for Android phones Android phones are rapidly gaining market share, nudging the iPhone out of the top spot. Games are the most frequently downloaded apps in the Android market, and users are willing to pay for them. Game programming can be challenging, but this step-by-step guide explains the process in easily understood terms. A companion Web site offers all the programming examples for download. Presents tricky game programming topics--animation, battery conservation, touch screen input, and adaptive interface issues--in the straightforward, easy-to-follow For Dummies fashion Explains how to avoid pitfalls and create fun games based on best programming practices for mobile devices A companion web site includes all programming examples If you have some programming knowledge, Android Game Programming For Dummies will have you creating cool games for the Android platform quickly and easily.

Getting Started with Couchbase Server MC Brown, 2012-06-08 Do you know what to do if your web application goes viral and usage suddenly explodes? This concise guide introduces you to Couchbase Server, an extremely fast NoSQL database that automatically distributes data across a cluster of commodity servers or virtual machines. You'll learn hands-on how to build a Couchbase cluster without changing your application, and how to expand your database on the fly without interrupting service. Discover how this open source server can help your application gain scalability and performance. Learn how the server's architecture affects the way you build and deploy your database Store data without defining a data structure--and retrieve it without complex queries or query languages Use a formula to estimate your cluster size requirements Set up individual nodes through a browser, command line, or REST API Enable your application to read and write data with sub-millisecond latency through managed object caching Get a quick guide to building applications that integrate Couchbase's core protocol Identify problems in your cluster with the web console Expand or shrink your cluster, handle failovers, and back up data

Programming with MicroPython Nicholas H. Tollervey, 2017-09-25 It's an exciting time to get involved with MicroPython, the re-implementation of Python 3 for microcontrollers and embedded systems. This practical guide delivers the knowledge you need to roll up your sleeves and create exceptional embedded projects with this lean and efficient programming language. If you're familiar with Python as a programmer, educator, or maker, you're ready to learn--and have fun along the way. Author Nicholas Tollervey takes you on a journey from first steps to advanced projects. You'll explore the types of devices that run MicroPython, and examine how the language uses and interacts with hardware to process input, connect to the outside world, communicate wirelessly, make sounds and music, and drive robotics projects. Work with MicroPython on four typical devices: PyBoard, the micro:bit, Adafruit's Circuit Playground Express, and ESP8266/ESP32 boards Explore a framework that helps you generate, evaluate, and evolve embedded projects that solve real problems Dive into practical MicroPython examples: visual feedback, input and sensing, GPIO, networking, sound and music, and robotics Learn how idiomatic MicroPython helps you express a lot with the minimum of resources Take the next step by getting involved with the Python community

The Story of the Selma Voting Rights Marches in Photographs David Aretha, 2014-01-01 The Civil Rights Act of 1964 was a momentous victory for civil rights activists, but one major obstacle remained in the path toward equal rights for African Americans: the right to vote. In the South, segregationists prevented African Americans from voting. Civil rights leaders believed it was time for strong action and chose Selma, Alabama, as the rallying point. There, the marches and protests captured the nation's attention. Through gripping primary source photographs, author David Aretha explores this important time in American history.

Photography with Tilt and Shift Lenses Keith Cooper, 2020-11-23 Tilt and shift lenses offer tremendous creative possibilities for users of digital SLR and mirrorless cameras. This practical book explains the techniques that will help you take better photos - photos that don't distort or lose focus. Assessing the benefits and pitfalls of a range of lenses, adapters, software and editing techniques, it guides you through the practicalities of working with these lenses and gives you the skills to use them to best effect. With stunning examples throughout, this book gives an overview of the different lenses available, and tips on how adapters can give tilt/shift options when using old medium-format lenses. It gives advice on how simple lens shift can change the entire look of your photos, and techniques for using lens tilt for focus control and close-up working. Stunning examples show the use of tilt and shift lenses across a range of available focal lengths, both tripod-mounted and handheld.

Python Without Fear Brian Overland, 2017-09-27 Praise for this book, Python Without Fear "This is really a great book. I wish I'd had it when I was learning Python." -John M. Wargo, author of Apache Cordova 4 Programming Praise for the previous book in the series, C++ Without Fear "I'm in love with your C++ Without Fear book. It keeps me awake for hours during the night. Thanks to you, I got most of the idea in just a few hours." -Laura Viral, graduate physics student at CERN and Istanbul, Turkey "It's hard to tell where I began and ended with your book. I felt like I woke up and literally knew how to write C++ code. I can't overstate the confidence you gave me." -Danny Grady, senior programmer/analyst at a Fortune 500 Company Whether you're new to programming or moving from another language, Python Without Fear will quickly make you productive! Brian Overland's unique approach to Python includes: Taking you by the hand while teaching topics from the very basics to intermediate and advanced features of Python Teaching by examples that are explained line by line Heavy emphasis on examples that are fun and useful, including games, graphics, database applications, file storage, puzzles, and more! How to think "Pythonically" and avoid common "gotchas" Register your product at informit.com/register for convenient access to downloads, updates, and/or corrections as they become available.

MicroPython Projects Jacob Beningo, 2020-04-17 Explore MicroPython through a series of hands-on projects and learn to design and build your own embedded systems using the MicroPython Pyboard, ESP32, the STM32 IoT Discovery kit, and the OpenMV camera module. Key Features Delve into MicroPython Kernel and learn to make modifications that will enhance your embedded applications Design and implement drivers to interact with a variety of sensors and devices Build low-cost projects such as DIY automation and object detection with machine learning Book Description With the increasing complexity of embedded systems seen over the past few years, developers are looking for ways to manage them easily by solving problems without spending a lot of time on finding supported peripherals. MicroPython is an efficient and lean implementation of the Python 3 programming language, which is optimized to run on microcontrollers. MicroPython Projects will guide you in building and managing your embedded systems with ease. This book is a comprehensive project-based guide that will help you build a wide range of projects and give you the confidence to design complex projects spanning new areas of technology such as electronic applications, automation devices, and IoT applications. While building seven engaging projects, you'll learn how to enable devices to communicate with each other, access and control devices over a TCP/IP socket, and store and retrieve data. The complexity will increase progressively as you work on different projects, covering areas such as driver design, sensor interfacing, and MicroPython kernel customization. By the end of this MicroPython book, you'll be able to develop industry-standard embedded systems and keep up with the evolution of the Internet of Things. What you will learn Develop embedded systems using MicroPython Build a custom debugging tool to visualize sensor data in real-time Detect objects using machine learning and MicroPython Discover how to minimize project costs and reduce development time Get to grips with gesture operations and parsing gesture data Learn how to customize and deploy the MicroPython kernel Explore the techniques for scheduling application tasks and activities Who this book is for If you are an embedded developer or hobbyist looking to build interesting projects using MicroPython, this book is for you. A basic understanding of electronics and Python is required while some MicroPython experience will be helpful.

iPhone Programming Aaron Hillegass, Joe Conway, 2010-04-13 Based on Big Nerd Ranch's popular iPhone Bootcamp class, iPhone Programming: The Big Nerd Ranch Guide leads you through the essential tools and techniques for

developing applications for the iPhone, iPad, and iPod Touch. In each chapter, you will learn programming concepts and apply them immediately as you build an application or enhance one from a previous chapter. These applications have been carefully designed and tested to teach the associated concepts and to provide practice working with the standard development tools Xcode, Interface Builder, and Instruments. The guide’s learn-while-doing approach delivers the practical knowledge and experience you need to design and build real-world applications. Here are some of the topics covered: Dynamic interfaces with animation Using the camera and photo library User location and mapping services Accessing accelerometer data Handling multi-touch gestures Navigation and tabbed applications Tables and creating custom rows Multiple ways of storing and loading data: archiving, Core Data, SQLite Communicating with web services ALocalization/Internationalization After many 'false starts' with other iPhone development books, these clear and concise tutorials made the concepts gel for me. This book is a definite must have for any budding iPhone developer. -Peter Watling, New Zealand, Developer of BubbleWrap

Mobile Networks and Management Jiankun Hu,Ibrahim Khalil,Zahir Tari,Sheng Wen,2018-05-09 This book constitutes the refereed post-conference proceedings of the 9th International Conference on Mobile Networks and Management, MONAMI 2017, held in Melbourne, Australia, in December 2017. The 30 revised full papers were carefully reviewed and selected from 43 submissions. The papers handle topics in the area of mobile computing, wireless networking and management.

C++ FAQs Marshall P. Cline,Greg Lomow,Mike Girou,1998-12-11 In a concise and direct question-and-answer format, C++ FAQs, Second Edition brings you the most efficient solutions to more than four hundred of the practical programming challenges you face every day. Moderators of the on-line C++ FAQ at comp.lang.c++, Marshall Cline, Greg Lomow, and Mike Girou are familiar with C++ programmers' most pressing concerns. In this book, the authors concentrate on those issues most critical to the professional programmer's work, and they present more explanatory material and examples than is possible on-line. This book focuses on the effective use of C++, helping programmers avoid combining seemingly legal C++ constructs in incompatible ways. This second edition is completely up-to-date with the final ANSI/ISO C++ Standard. It covers some of the smaller syntax changes, such as mutable; more significant changes, such as RTTI and namespaces; and such major innovations as the C++ Standard Library, including the STL. In addition, this book discusses technologies such as Java, CORBA, COM/COM+, and ActiveX--and the relationship all of these have with C++. These new features and technologies are iconed to help you quickly find what is new and different in this edition. Each question-and-answer section contains an overview of the problem and solution, fuller explanations of concepts, directions for proper use of language features, guidelines for best practices and practices to avoid, and plenty of working, stand-alone examples. This edition is thoroughly cross-referenced and indexed for quick access. Get a value-added service! Try out all the examples from this book at www.codesaw.com. CodeSaw is a free online learning tool that allows you to experiment with live code from your book right in your browser.

Blood in the Machine Brian Merchant,2023-09-05 The true story of what happened the first time machines came for human jobs, when an underground network of 19th century rebels, the Luddites, took up arms against the industrialists that were automating their work--and how it explains the power, threat, and toll of big tech today. The most pressing story in modern tech begins not in Silicon Valley, Seattle, or even Shenzhen. It begins two hundred years ago in rural England, when working men and women rose up en masse rather than starve at the hands of the factory owners who were using machines to erase and degrade their livelihoods. They organized guerilla raids, smashed those machines, and embarked on full-scale assaults against the wealthy machine owners. They won the support of Lord Byron, inspired Mary Shelley, and enraged the Prince Regent and his bloodthirsty government. Before it was over, much blood would be spilled--of rich and poor, of the invisible and of the powerful. This all-but-forgotten and deeply misunderstood class struggle nearly brought 19th century England to its knees. We live now in the second machine age, when similar fears that big tech is dominating our lives and machines replacing human labor run high. We worry that technology imperils millions of jobs, robots are ousting workers from factories, and artificial intelligence will soon remove drivers from cars. How will this all reshape our economy and the way we live? And what can we do about it? The answers lie in the story of our first machine age, when mechanization first came to British factories at the beginning of the industrial revolution. Intertwined with a lucid examination of our current age, the story of the Luddites, the working-class insurgency that took up arms against automation (at a time when it was punishable by death to break a machine), *Blood in the Machine* reaches through time and space to tell a story about how technology changed our world--and how it's already changing our future.

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