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Michael Labriola,Jeff Tapper

Learning ActionScript 3.0 Rich Shupe,Zevan Rosser,2010-10-18 Everything web designers, GUI-based Flash developers, and those new to ActionScript need to know to understand how ActionScript works and how to use it in their everyday projects.

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Essential ActionScript 3.0 Colin Moock,2007-06-22 A guide to ActionScript programming covers such topics as conditionals and loops, functions, datatypes, interfaces, event handling, namespaces, XML, Flash, programmic animation, and bitmap programming.

Flash CS3 For Dummies Ellen Finkelstein,Gurdy Leete,2007-08-13 Pack pizzazz into your Web sites with Flash! Start with simple animation, or create whole pages in Flash The newest version of Flash offers all sorts of cool options for designing Web sites that stand out from the crowd, and this handy guide makes it easy. Enhance your site with animated graphics, boxes, or buttons; morph shapes; create text with exotically changing colors; add sound or video; and watch visitors flock to your site!

Information Theory, Inference and Learning Algorithms David J. C. MacKay,2003-09-25 Table of contents

Popular Science ,2004-12 Popular Science gives our readers the information and tools to improve their technology and their world. The core belief that Popular Science and our readers share: The future is going to be better, and science and technology are the driving forces that will help make it better.

Practical Ruby Projects Christopher Cyll,2008-03-11 Revitalized by Ruby on Rails, the Ruby language continues to grow in popularity. Books like this are necessary to fill the demand. Here is a classic of its kind; required reading for Ruby programmers who have already mastered the basics and want to learn higher level techniques. Practical Ruby Projects presents nine diverse projects that will teach new and innovative techniques in a learn-by-example fashion. They include a turn-based adventure game and a generative music creator. While there are many other Ruby titles, none of them take this unique project-based approach to teaching.

Generative Art Matt Pearson,2011-06-29 Summary Generative Art presents both the technique and the beauty of algorithmic art. The book includes high-quality examples of generative art, along with the specific programmatic steps author and artist Matt Pearson followed to create each unique piece using the Processing programming language. About the Technology Artists have always explored new media, and computer-based artists are no exception. Generative art, a technique where the artist creates print or onscreen images by using computer algorithms, finds the artistic intersection of programming, computer graphics, and individual expression. The book includes a tutorial on Processing, an open source programming language and environment for people who want to create images, animations, and interactions. About the Book Generative Art presents both the techniques and the beauty of algorithmic art. In it, you'll find dozens of high-quality examples of generative art, along with the specific steps the author followed to create each unique piece using the Processing programming language. The book includes concise tutorials for each of the technical components required to create the book's images, and it offers countless suggestions for how you can combine and reuse the various techniques to create your own works. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside The principles of algorithmic art A Processing language tutorial Using organic, pseudo-random, emergent, and fractal processes == Table of Contents Part 1 Creative Coding Generative Art: In Theory and Practice Processing: A Programming Language for ArtistsPart 2 Randomness and Noise The Wrong Way to Draw A Line The Wrong Way to Draw a Circle Adding Dimensions Part 3 Complexity Emergence Autonomy Fractals

MacUser ,1992

ActionScript 3.0 Bible Roger Braunstein,Mims H. Wright,Joshua J. Noble,2007-10-29 This book is your go-to guide to unlock the power of this amazing language. [Features]: learn the basics : expressions, variables, functions and more ; apply object-orientated programming and principles to structure reusable, dependable code ; master common data structures such as Strings, Arrays and Objects ; work with XML using the new E4X extensions ; take control of the powerful new event model to write interactive software ; discover new display types such as Shape and Sprite ; add sound, video, animation and effects ; debug, handle erros, and make you applications fault-tolerant ; read, write, and store data in binary format. - back cover.

Computed Tomography for Technologists: Exam Review Lois Romans,2018-07-23 Publisher's Note: Products purchased from 3rd Party sellers are not guaranteed by the Publisher for quality, authenticity, or access to any online entitlements included with the product. Computed Tomography for Technologists: Exam Review, Second Edition, is intended to be used as a companion to Computed Tomography for Technologists: A Comprehensive Text, Second Edition, and as a review of computed tomography on its own. This is an excellent resource for students preparing to take the advanced level certification exam offered by The American Registry of Radiologic Technologists (ARRT).

Model-Based Machine Learning John Winn,2023-11-30 Today, machine learning is being applied to a growing variety of problems in a bewildering variety of domains. A fundamental challenge when using machine learning is connecting the abstract mathematics of a machine learning technique to a concrete, real world problem. This book tackles this challenge through model-based machine learning which focuses on understanding the assumptions encoded in a machine learning system and their corresponding impact on the behaviour of the system. The key ideas of model-based machine learning are introduced through a series of case studies involving real-world applications. Case studies play a central role because it is only in the context of applications that it makes sense to discuss modelling assumptions. Each chapter introduces one case study and works through step-by-step to solve it using a model-based approach. The aim is not just to explain machine learning methods, but also showcase how to create, debug, and evolve them to solve a problem. Features: Explores the assumptions being made by machine learning systems and the effect these assumptions have when the system is applied to concrete problems. Explains machine learning concepts as they arise in real-world case studies. Shows how to diagnose, understand and address problems with machine learning systems. Full source code available, allowing models and results to be reproduced and explored. Includes optional deep-dive sections with more mathematical details on inference algorithms for the interested reader.

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Byte ,1987-04

Adobe Flex 4.5 Fundamentals Michael Labriola,Jeff Tapper,2011-07-25 Adobe Flex: Training from the Source is the best-selling and most trusted resource for learning about Adobe Flex. Written by a team of authors with practical experience as consultants, mentors and developers of courseware, this book/CD uses project-based tutorials, and is designed to teach beginning Flex developers the details of building and architecting real-world rich internet applications using Flash Builder incorporating MXML and ActionScript 3.0. The book includes a CD that contains all the files used in the lessons, plus completed projects for comparison. This latest edition includes complete coverage of new Flex 4.5 features, such as new

enhancements to the Spark architecture and component set. It will also show you how to take advantage of the improvements to core Flex infrastructure for large application development.

ActionScript Colin Moock,2001 The definitive guide is for Web developers and Web authors who want to go beyond simple Flash animations to create enhanced Flash-driven sites, this book covers fundamental programming concepts as well as components, syntax, and usage, and how to use common applications.

Advanced Excel for Scientific Data Analysis Robert De Levie,2004 This guide to Excel focuses on three areas--least squares, Fourier transformation, and digital simulation. It illustrates the techniques with detailed examples, many drawn from the scientific literature. It also includes and describes a number of sample macros and functions to facilitate common data analysis tasks. De Levie is affiliated with Bowdoin College. Annotation : 2004 Book News, Inc., Portland, OR (booknews.com).

Beginning Arduino Michael McRoberts,2013-09-30 Want to light up a display? Control a touch screen? Program a robot? The Arduino is a microcontroller board that can help you do all of these things, plus nearly anything you can dream up. Even better, it's inexpensive and, with the help of Beginning Arduino, Second Edition, easy to learn. In Beginning Arduino, Second Edition, you will learn all about the popular Arduino by working your way through a set of 50 cool projects. You'll progress from a complete Arduino beginner to intermediate Arduino and electronic skills and the confidence to create your own amazing projects. You'll also learn about the newest Arduino boards like the Uno and the Leonardo along the way. Absolutely no experience in programming or electronics required! Each project is designed to build upon the knowledge learned in earlier projects and to further your knowledge of Arduino programming and electronics. By the end of the book you will be able to create your own projects confidently and with creativity. You'll learn about: Controlling LEDs Displaying text and graphics on LCD displays Making a line-following robot Using digital pressure sensors Reading and writing data to SD cards Connecting your Arduino to the Internet This book is for electronics enthusiasts who are new to the Arduino as well as artists and hobbyists who want to learn this very popular platform for physical computing and electronic art. Please note: The print version of this title is black and white; the eBook is full color. The color fritzing diagrams are available in the source code downloads on http://www.apress.com/9781430250166

Specification and Acceptance Testing of Computed Tomography Scanners American Association of Physicists in Medicine. Diagnostic X-Ray Imaging Committee,1993

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