

Swift 4 Programming Cookbook 50 Task Oriented Recipes To Make You Productive With Swift 4

Swift 4 Programming Cookbook 50 Recipes for Programming Angular [OpenCV 2](#) [OpenCV Computer Vision Application Programming Cookbook, 2nd Edition](#) [OpenCV 2 Computer Vision Application Programming Cookbook](#) [Python Natural Language Processing Cookbook](#) [IOS 7 Programming Cookbook](#) [UnrealScript Game Programming Cookbook](#) [Python GUI Programming Cookbook](#) [C# Game Programming Cookbook for Unity 3D](#) [Go Programming Cookbook](#) [Qt5 C++ GUI Programming Cookbook](#) [iOS Programming Cookbook](#) [Julia 1.0 Programming Cookbook](#) [Python GUI Programming Cookbook](#) [Python Network Programming Cookbook](#) [Python GUI Programming Cookbook](#) [iOS 8](#) [Swift Programming Cookbook](#) [Scala Cookbook](#) [iOS and OS X Network Programming Cookbook](#) [Modern C++ Programming Cookbook](#) [Python for Finance Cookbook](#) [Clojure Programming Cookbook](#) [Python Network Programming Cookbook](#) [.Net Framework 4.5 Expert Programming Cookbook](#) [iOS Game Programming Cookbook](#) [ESP8266 Internet of Things Cookbook](#) [Microsoft Dynamics Nav 2009 Programming Cookbook](#) [OpenCV Computer Vision Application Programming Cookbook](#) [Second Edition](#) [Rust Programming Cookbook](#) [Modern R Programming Cookbook](#) [Python Cookbook](#) [Modern R Programming Cookbook](#) [LabVIEW Graphical Programming Cookbook](#) [QGIS Python Programming Cookbook](#) [OpenCV 4 Computer Vision Application Programming Cookbook](#) [JavaScript Cookbook](#) [Modern C++ Programming Cookbook - Second Edition](#) [Secure Programming Cookbook for C and C++](#) [Regular Expressions Cookbook](#)

Yeah, reviewing a ebook **Swift 4 Programming Cookbook 50 Task Oriented Recipes To Make You Productive With Swift 4** could build up your close associates listings. This is just one of the solutions for you to be successful. As understood, completion does not recommend that you have astounding points.

Comprehending as capably as bargain even more than supplementary will have enough money each success. next-door to, the notice as with ease as sharpness of this **Swift 4 Programming Cookbook 50 Task Oriented Recipes To Make You Productive With Swift 4** can be taken as without difficulty as picked to act.

Rust Programming Cookbook May 07 2020 Practical solutions to overcome challenges in creating console and web applications and working with systems-level and embedded code, network programming, deep neural networks, and much more. Key FeaturesWork through recipes featuring advanced concepts such as concurrency, unsafe code, and macros to migrate your codebase to the Rust programming language Learn how to run machine learning models with Rust Explore error handling, macros, and modularization to write maintainable codeBook Description Rust 2018, Rust's first major milestone since version 1.0, brings more advancement in the Rust language. The Rust Programming Cookbook is a practical guide to help you overcome challenges when writing Rust code. This Rust book covers recipes for configuring Rust for different environments and architectural designs, and provides solutions to practical problems. It will also take you through Rust's core concepts, enabling you to create efficient, high-performance applications that use features such as zero-cost abstractions and improved memory management. As you progress, you'll delve into more advanced topics, including channels and actors, for building scalable, production-grade applications, and even get to grips with error handling, macros, and modularization to write maintainable code. You will then learn how to overcome common roadblocks when using Rust for systems programming, IoT, web development, and network programming. Finally, you'll discover what Rust 2018 has to offer for embedded programmers. By the end of the book, you'll have learned how to build fast and safe applications and services using Rust. What you will learnUnderstand how Rust provides unique solutions to solve system programming language problemsGrasp the core concepts of Rust to develop fast and safe applicationsExplore the possibility of integrating Rust units into existing applications for improved efficiencyDiscover how to achieve better parallelism and security with RustWrite Python extensions in RustCompile external assembly files and use the Foreign Function Interface (FFI)Build web applications and services using Rust for high performanceWho this book is for The Rust cookbook is for software developers looking to enhance their knowledge of Rust and leverage its features using modern programming practices. Familiarity with Rust language is expected to get the most out of this book.

C# Game Programming Cookbook for Unity 3D Jan 27 2022 This second edition of *C# Game Programming Cookbook for Unity 3D* expounds upon the first with more details and techniques. With a fresh array of chapters, updated *C#* code and examples, Jeff W. Murray's book will help the reader understand structured game development in Unity unlike ever before. New to this edition is a step-by-step tutorial for building a 2D infinite runner game from the framework and scripts included in the book. The book contains a flexible and reusable framework in *C#* suitable for all game types. From game state handling to audio mixers to asynchronous scene loading, the focus of this book is building a reusable structure to take care of many of the most used systems. Improve your game's sound in a dedicated audio chapter covering topics such as audio mixers, fading, and audio ducking effects, or dissect a fully featured racing game with car physics, lap counting, artificial intelligence steering behaviors, and game management. Use this book to guide your way through all the required code and framework to build a multi-level arena blaster game. Features Focuses on programming, structure, and an industry-level, *C#*-based framework Extensive breakdowns of all the important classes Example projects illustrate and break down common and important Unity *C#* programming concepts, such as coroutines, singletons, static variables, inheritance, and scriptable objects. Three fully playable example games with source code: a 2D infinite runner, an arena blaster, and an isometric racing game The script library includes a base Game Manager, timed and proximity spawning, save profile manager, weapons control, artificial intelligence controllers (path following, target chasing and line-of-sight patrolling behaviors), user interface Canvas management and fading, car physics controllers, and more. Code and screenshots have been updated with the latest versions of Unity. These updates will help illustrate how to create 2D games and 3D games based on the most up-to-date methods and techniques. Experienced *C#* programmers will discover ways to structure Unity projects for reusability and scalability. The concepts offered within the book are instrumental to mastering *C#* and Unity. In his game career spanning more than 20 years, Jeff W. Murray has worked with some of the world's largest brands as a Game Designer, Programmer, and Director. A Unity user for over 14 years, he now works as a consultant and freelancer between developing his own VR games and experiments with Unity.

QGIS Python Programming Cookbook Dec 02 2019 Master over 170 recipes that will help you turn QGIS from a desktop GIS tool into a powerful automated geospatial framework About This Book Delve into the undocumented features of the QGIS API Get a set of user-friendly recipes that can automate entire geospatial workflows by connecting Python GIS building blocks into comprehensive processes This book has a complete code upgrade to QGIS 2.18 and 30 new, valuable recipes Who This Book Is For This book is for geospatial analysts who want to learn more about automating everyday GIS tasks as well as programmers responsible for building GIS applications. The short, reusable recipes make concepts easy to understand and combine so you can build larger applications that are easy to maintain. What You Will Learn Use Python and QGIS to produce captivating GIS visualizations and build complex map layouts Find out how to effectively use the poorly-documented and undocumented features of the QGIS Python API Automate entire geospatial workflows by connecting Python GIS building blocks into comprehensive processes Create, import, and edit geospatial data on disk or in-memory Change QGIS settings programmatically to control default behavior Automatically generate PDF map books Build dynamic forms for field input In Detail QGIS is a desktop geographic information system that facilitates data viewing, editing, and analysis. Paired with the most efficient scripting language—Python, we can write effective scripts that extend the core functionality of QGIS. Based on version QGIS 2.18, this book will teach you how to write Python code that works with spatial data to automate geoprocessing tasks in QGIS. It will cover topics such as querying and editing vector data and using raster data. You will also learn to create, edit, and optimize a vector layer for faster queries, reproject a vector layer, reduce the number of vertices in a vector layer without losing critical data, and convert a raster to a vector. Following this, you will work through recipes that will help you compose static maps, create heavily customized maps, and add specialized labels and annotations. As well as this, we'll also share a few tips and tricks based on different aspects of QGIS. Style and approach This book follows a recipe-based problem-solution approach to address and dispel challenges faced when implementing and using QGIS on a regular basis.

Python Cookbook Mar 05 2020 If you need help writing programs in Python 3, or want to update older Python 2 code, this book is just the ticket. Packed with practical recipes written and tested with Python 3.3, this unique cookbook is for experienced Python programmers who want to focus on modern tools and idioms. Inside, youâ€™ll find complete recipes for more than a dozen topics, covering the core Python language as well as tasks common to a wide variety of application domains. Each recipe contains code samples you can use in your projects right away, along with a discussion about how and why the solution works. Topics include: Data Structures and Algorithms Strings and Text Numbers, Dates, and Times Iterators and Generators Files and I/O Data Encoding and Processing Functions Classes and Objects Metaprogramming Modules and Packages Network and Web Programming Concurrency Utility Scripting and System Administration Testing, Debugging, and Exceptions C Extensions

OpenCV 4 Computer Vision Application Programming Cookbook Oct 31 2019 Discover interesting recipes to help you understand the concepts of object detection, image processing, and facial detection Key Features Explore the latest features and APIs in OpenCV 4 and build computer vision algorithms Develop effective, robust, and fail-safe vision for your applications Build computer vision algorithms with machine learning capabilities Book Description OpenCV is an image and video processing library used for all types of image and video analysis. Throughout the book, you'll work through recipes that implement a variety of tasks, such as facial recognition and detection. With 70 self-contained tutorials, this book examines common pain points and best practices for computer vision (CV) developers. Each recipe addresses a specific problem and offers a proven, best-practice solution with insights into how it works, so that you can copy the code and configuration files and modify them to suit your needs. This book begins by setting up OpenCV, and explains how to manipulate pixels. You'll understand how you can process images with classes and count pixels with histograms. You'll also learn detecting, describing, and matching interest points. As you advance through the chapters, you'll get to grips with estimating projective relations in images, reconstructing 3D scenes, processing video sequences, and tracking visual motion. In the final chapters, you'll cover deep learning concepts such as face and object detection. By the end of the book, you'll be able to confidently implement a range to computer vision algorithms to meet the technical requirements of your complex CV projects What you will learn Install and create a program using the OpenCV library Segment images into homogenous regions and extract meaningful objects Apply image filters to enhance image content Exploit image geometry to relay different views of a pictured scene Calibrate the camera from different image observations Detect people and objects in images using machine learning techniques Reconstruct a 3D scene from images Explore face detection using deep learning Who this book is for If you're a CV developer or professional who already uses or would like to use OpenCV for building computer vision software, this book is for you. You'll also find this book useful if you're a C++ programmer looking to extend your computer vision skillset by learning OpenCV.

[LabVIEW Graphical Programming Cookbook](#) Jan 03 2020 This practical and realistic guide will give you independent recipes, concentrating on advanced level concepts so that you can make your applications. If you are a developer, scientist, or engineer who uses LabVIEW to test, develop and manage advanced level applications, then this is the book for you.

Prerequisites include proficiency in C or C++, and workable knowledge of LabVIEW.

iOS Game Programming Cookbook Sep 10 2020 This book is for developers who are willing to explore iOS game programming in depth. Good knowledge level and understanding of iOS game development will be an added advantage. You should already have a working installation of Xcode and Sprite kit.

OpenCV 2 Computer Vision Application Programming Cookbook Jul 01 2022 This is a cookbook that shows results obtained on real images with detailed explanations and the relevant screenshots. The recipes contain code accompanied with suitable explanations that will facilitate your learning. If you are a novice C++ programmer who wants to learn how to use the OpenCV library to build computer vision applications, then this cookbook is appropriate for you. It is also suitable for professional software developers wishing to be introduced to the concepts of computer vision programming. It can be used as a companion book in university-level computer vision courses. It constitutes an excellent reference for graduate students and researchers in image processing and computer vision. The book provides a good combination of basic to advanced recipes. Basic knowledge of C++ is required.

Python Network Programming Cookbook Jul 21 2021 An easy-to-follow guide full of hands-on examples on real-world networking tasks. It covers the advanced topics of network programming in Python using a set of selected recipes. If you are a network programmer, system/network administrator, or a web application developer, this book is ideal for you. You should have a basic familiarity with the Python programming language and TCP/IP networking concepts. However if you are a novice, you will develop an understanding of the concepts as you progress with this book. This book will serve as a supplementary material for developing hands-on skills in any academic course on network programming.

Modern R Programming Cookbook Feb 02 2020 Recipes for emerging developers in R programming and data scientists to simplify their R programming capabilities About This Book Develop strategies to speed up your R code Tackle programming problems and explore both functional and object-oriented programming techniques Learn how to address the core problems of programming in R with the most popular R packages for common tasks Who This Book Is For This book is for developers who would like to enhance the R programming skills. Basic knowledge of R programming is assumed. What You Will Learn Install R and its various IDE for a given platform along with installing libraries from different repositories and version control Learn about basic data structures in R and how to work with them Write customized R functions and handle recursions, exceptions in R environments Create the data processing task as a step by step computer program and execute using dplyr Extract and process unstructured text data Interact with database management system to develop statistical applications Formulate and implement parallel processing in R In Detail R is a powerful tool for statistics, graphics, and statistical programming. It is used by tens of thousands of people daily to perform serious statistical analyses. It is a free, open source system whose implementation is the collective accomplishment of many intelligent, hard-working people. There are more than 2,000 available add-ons, and R is a serious rival to all commercial statistical packages. The objective of this book is to show how to work with different programming aspects of R. The emerging R developers and data science could have very good programming knowledge but might have limited understanding about R syntax and semantics. Our book will be a platform develop practical solution out of real world problem in scalable fashion and with very good understanding. You will work with various versions of R libraries that are essential for scalable data science solutions. You will learn to work with Input / Output issues when working with relatively larger dataset. At the end of this book readers will also learn how to work with databases from within R and also what and how meta programming helps in developing applications. Style and approach This book will be a companion for R programmer and emerging developers in R programming areas. This book will contain recipes related to advanced R programming which will enable users to solve complex problems efficiently.

Julia 1.0 Programming Cookbook Sep 22 2021 Discover the new features and widely used packages in Julia to solve complex computational problems in your statistical applications. Key FeaturesAddress the core problems of programming in Julia with the most popular packages for common tasksTackle issues while working with Databases and Parallel data processing with JuliaExplore advanced features such as metaprogramming, functional programming, and user defined typesBook Description Julia, with its dynamic nature and high-performance, provides comparatively minimal time for the development of computational models with easy-to-maintain computational code. This book will be your solution-based guide as it will take you through different programming aspects with Julia. Starting with the new features of Julia 1.0, each recipe addresses a specific problem, providing a solution and explaining how it works. You will work with the powerful Julia tools and data structures along with the most popular Julia packages. You will learn to create vectors, handle variables, and work with functions. You will be introduced to various recipes for numerical computing, distributed computing, and achieving high performance. You will see how to optimize data science programs with parallel computing and memory allocation. We will look into more advanced concepts such as metaprogramming and functional programming. Finally, you will learn how to tackle issues while working with databases and data processing, and will learn about on data science problems, data modeling, data analysis, data manipulation, parallel processing, and cloud computing with Julia. By the end of the book, you will have acquired the skills to work more effectively with your data What you will learnBoost your code's performance using Julia's unique featuresOrganize data in to fundamental types of collections: arrays and dictionariesOrganize data science processes within Julia and solve related problemsScale Julia computations with cloud computingWrite data to IO streams with Julia and handle web transferDefine your own immutable and mutable typesSpeed up the development process using metaprogrammingWho this book is for This book is for developers who would like to enhance their Julia programming skills and would like to get some quick solutions to their common programming problems. Basic Julia programming knowledge is assumed.

Python GUI Programming Cookbook Aug 22 2021 Over 80 object-oriented recipes to help you create mind-blowing GUIs in Python About This Book Use object-oriented programming to develop amazing GUIs in Python Create a working GUI project as a central resource for developing your Python GUIs Packed with easy-to-follow recipes to help you develop code using the latest released version of Python Who This Book Is For If you are a Python programmer with intermediate level knowledge of GUI programming and want to learn how to create beautiful, effective, and responsive GUIs using the freely available Python GUI frameworks, this book is for you. What You Will Learn Create amazing GUIs with Python's built-in Tkinter module Customize the GUIs by using layout managers to arrange the GUI widgets Advance to an object-oriented programming style using Python Develop beautiful charts using the free Matplotlib Python module Use threading in a networked environment to make the GUIs responsive Discover ways to connect the GUIs to a database Understand how unit tests can be created and internationalize the GUI Extend the GUIs with free Python frameworks using best practices In Detail Python is a multi-domain, interpreted programming language. It is a widely used general-purpose, high-level programming language. It is often used as a scripting language because of its forgiving syntax and compatibility with a wide variety of different eco-systems. Its flexible syntax enables developers to write short scripts while at the same time, they can use object-oriented concepts to develop very large projects. Python GUI Programming Cookbook follows a task-based approach to help you create beautiful and very effective GUIs with the least amount of code necessary. This book uses the simplest programming style, using the fewest lines of code to create a GUI in Python, and then advances to using object-oriented programming in later chapters. If you are new to object-oriented programming (OOP), this book will teach you how to take advantage of the OOP coding style in the context of creating GUIs written in Python. Throughout the book, you will develop an entire GUI application, building recipe upon recipe, connecting the GUI to a database. In the later chapters, you will explore additional Python GUI frameworks, using best practices. You will also learn how to use threading to ensure your GUI doesn't go unresponsive. By the end of the book, you will be an expert in Python GUI programming to develop a common set of GUI applications. Style and approach Every recipe in this programming cookbook solves a problem you might encounter in your programming career. At the same time, most of the recipes build on each other to create an entire, real-life GUI application.

iOS Programming Cookbook Oct 24 2021 Over 50 exciting and powerful recipes to help you unearth the promise of iOS programming About This Book Create high performance iOS apps with a focus on application development APIs and techniques Enrich your UI skills with UIStoryboard, Autolayout, Size classes, and Container view Produce enhanced results with iOS 10 as a result of learning and implementing pro-level practices, techniques, and solutions Who This Book Is For If you are an iOS developer on a quest to develop your perfect iOS app, then this book is for you. It would also prove to be a valuable resource for those who want to get up and running with iOS development through a clear, practical approach. In order to unleash the full potential of this book, basic Swift programming knowledge is necessary. What You Will Learn Build your own custom UIViews through code or the interface builder Implement a dynamic and interactive interface in an iOS app Work on various graphics related elements and the process of using them together to make meaningful shapes. Use the side over and split view to interact with multiple apps concurrently Encrypt JSON calls to make the app more secure Work on web markup feature to enhance search optimization In Detail Do you want to understand all the facets of iOS programming and build complex iOS apps? Then you have come to the right place. This problem-solution guide will help you to eliminate expensive learning curves and focus on specific issues to make you proficient at tasks and the speed-up time involved. Beginning with some advanced UI components such as Stack Views and UICollectionView, you will gradually move on to building an interface efficiently. You will work through adding gesture recognizer and touch elements on table cells for custom actions. You will work with the Photos framework to access and manipulate photos. You will then prepare your app for multitasking and write responsive and highly efficient apps. Next, you will integrate maps and core location services while making your app more secure through various encryption methods. Finally, you will dive deep into the advanced techniques of

implementing notifications while working with memory management and optimizing the performance of your apps. By the end of the book, you will master most of the latest iOS 10 frameworks. Style and approach This is the best practical resource on iOS 10 development. This book, with its no nonsense approach and a clear practical focus, will be your best friend on your quest to develop your perfect iOS app. The best thing about this book is that in addition to recipes on iOS programming techniques and app development essentials, it will take you on a complete guided tour of all the new app development APIs that are shipped with iOS 10.

IOS 7 Programming Cookbook Apr 29 2022 Overcome the vexing issues you're likely to face when creating apps for the iPhone, iPad, or iPod touch. With new and thoroughly revised recipes in this updated cookbook, you'll quickly learn the steps necessary to work with the iOS 7 SDK—including ways to store and protect data, send and receive notifications, enhance and animate graphics, manage files and folders, and take advantage of UI Dynamics.

Microsoft Dynamics Nav 2009 Programming Cookbook Jul 09 2020 Build better business applications with Microsoft Dynamics NAV 2009 with this book and eBook.

Scala Cookbook Apr 17 2021 Save time and trouble when using Scala to build object-oriented, functional, and concurrent applications. With more than 250 ready-to-use recipes and 700 code examples, this comprehensive cookbook covers the most common problems you'll encounter when using the Scala language, libraries, and tools. It's ideal not only for experienced Scala developers, but also for programmers learning to use this JVM language. Author Alvin Alexander (creator of DevDaily.com) provides solutions based on his experience using Scala for highly scalable, component-based applications that support concurrency and distribution. Packed with real-world scenarios, this book provides recipes for: Strings, numeric types, and control structures Classes, methods, objects, traits, and packaging Functional programming in a variety of situations Collections covering Scala's wealth of classes and methods Concurrency, using the Akka Actors library Using the Scala REPL and the Simple Build Tool (SBT) Web services on both the client and server sides Interacting with SQL and NoSQL databases Best practices in Scala development

Regular Expressions Cookbook Jun 27 2019 Take the guesswork out of using regular expressions. With more than 140 practical recipes, this cookbook provides everything you need to solve a wide range of real-world problems. Novices will learn basic skills and tools, and programmers and experienced users will find a wealth of detail. Each recipe provides samples you can use right away. This revised edition covers the regular expression flavors used by C#, Java, JavaScript, Perl, PHP, Python, Ruby, and VB.NET. You'll learn powerful new tricks, avoid flavor-specific gotchas, and save valuable time with this huge library of practical solutions. Learn regular expressions basics through a detailed tutorial Use code listings to implement regular expressions with your language of choice Understand how regular expressions differ from language to language Handle common user input with recipes for validation and formatting Find and manipulate words, special characters, and lines of text Detect integers, floating-point numbers, and other numerical formats Parse source code and process log files Use regular expressions in URLs, paths, and IP addresses Manipulate HTML, XML, and data exchange formats Discover little-known regular expression tricks and techniques

OpenCV Computer Vision Application Programming Cookbook Second Edition Jun 07 2020 OpenCV 3 Computer Vision Application Programming Cookbook is appropriate for novice C++ programmers who want to learn how to use the OpenCV library to build computer vision applications. It is also suitable for professional software developers wishing to be introduced to the concepts of computer vision programming. It can also be used as a companion book in a university-level computer vision courses. It constitutes an excellent reference for graduate students and researchers in image processing and computer vision.

Python for Finance Cookbook Jan 15 2021 Solve common and not-so-common financial problems using Python libraries such as NumPy, SciPy, and pandas Key Features Use powerful Python libraries such as pandas, NumPy, and SciPy to analyze your financial data Explore unique recipes for financial data analysis and processing with Python Estimate popular financial models such as CAPM and GARCH using a problem-solution approach Book Description Python is one of the most popular programming languages used in the financial industry, with a huge set of accompanying libraries. In this book, you'll cover different ways of downloading financial data and preparing it for modeling. You'll calculate popular indicators used in technical analysis, such as Bollinger Bands, MACD, RSI, and backtest automatic trading strategies. Next, you'll cover time series analysis and models, such as exponential smoothing, ARIMA, and GARCH (including multivariate specifications), before exploring the popular CAPM and the Fama-French three-factor model. You'll then discover how to optimize asset allocation and use Monte Carlo simulations for tasks such as calculating the price of American options and estimating the Value at Risk (VaR). In later chapters, you'll work through an entire data science project in the financial domain. You'll also learn how to solve the credit card fraud and default problems using advanced classifiers such as random forest, XGBoost, LightGBM, and stacked models. You'll then be able to tune the hyperparameters of the models and handle class imbalance. Finally, you'll focus on learning how to use deep learning (PyTorch) for approaching financial tasks. By the end of this book, you'll have learned how to effectively analyze financial data using a recipe-based approach. What you will learn Download and preprocess financial data from different sources Backtest the performance of automatic trading strategies in a real-world setting Estimate financial econometrics models in Python and interpret their results Use Monte Carlo simulations for a variety of tasks such as derivatives valuation and risk assessment Improve the performance of financial models with the latest Python libraries Apply machine learning and deep learning techniques to solve different financial problems Understand the different approaches used to model financial time series data Who this book is for This book is for financial analysts, data analysts, and Python developers who want to learn how to implement a broad range of tasks in the finance domain. Data scientists looking to devise intelligent financial strategies to perform efficient financial analysis will also find this book useful. Working knowledge of the Python programming language is mandatory to grasp the concepts covered in the book effectively.

Secure Programming Cookbook for C and C++ Jul 29 2019 Password sniffing, spoofing, buffer overflows, and denial of service: these are only a few of the attacks on today's computer systems and networks. At the root of this epidemic is poorly written, poorly tested, and insecure code that puts everyone at risk. Clearly, today's developers need help figuring out how to write code that attackers won't be able to exploit. But writing such code is surprisingly difficult. *Secure Programming Cookbook for C and C++* is an important new resource for developers serious about writing secure code. It contains a wealth of solutions to problems faced by those who care about the security of their applications. It covers a wide range of topics, including safe initialization, access control, input validation, symmetric and public key cryptography, cryptographic hashes and MACs, authentication and key exchange, PKI, random numbers, and anti-tampering. The rich set of code samples provided in the book's more than 200 recipes will help programmers secure the C and C++ programs they write for both Unix® (including Linux®) and Windows® environments. Readers will learn: How to avoid common programming errors, such as buffer overflows, race conditions, and format string problems How to properly SSL-enable applications How to create secure channels for client-server communication without SSL How to integrate Public Key Infrastructure (PKI) into applications Best practices for using cryptography properly Techniques and strategies for properly validating input to programs How to launch programs securely How to use file access mechanisms properly Techniques for protecting applications from reverse engineering The book's web site supplements the book by providing a place to post new recipes, including those written in additional languages like Perl, Java, and Python. Monthly prizes will reward the best recipes submitted by readers. *Secure Programming Cookbook for C and C++* is destined to become an essential part of any developer's library, a code companion developers will turn to again and again as they seek to protect their systems from attackers and reduce the risks they face in today's dangerous world.

OpenCV Computer Vision Application Programming Cookbook, 2nd Edition Aug 02 2022 OpenCV 3 Computer Vision Application Programming Cookbook is appropriate for novice C++ programmers who want to learn how to use the OpenCV library to build computer vision applications. It is also suitable for professional software developers wishing to be introduced to the concepts of computer vision programming. It can also be used as a companion book in a university-level computer vision courses. It constitutes an excellent reference for graduate students and researchers in image processing and computer vision.

Python Natural Language Processing Cookbook May 31 2022 Get to grips with solving real-world NLP problems, such as dependency parsing, information extraction, topic modeling, and text data visualization Key Features Analyze varying complexities of text using popular Python packages such as NLTK, spaCy, sklearn, and gensim Implement common and not-so-common linguistic processing tasks using Python libraries Overcome the common challenges faced while implementing NLP pipelines Book Description Python is the most widely used language for natural language processing (NLP) thanks to its extensive tools and libraries for analyzing text and extracting computer-usable data. This book will take you through a range of techniques for text processing, from basics such as parsing the parts of speech to complex topics such as topic modeling, and visualization. Starting with an overview of NLP, the book presents recipes for dividing text into sentences, stemming and lemmatization, removing stopwords, and parts of speech tagging to help you to prepare your data. You'll then learn ways of extracting and representing grammatical information, such as dependency parsing and anaphora resolution, discover different ways of representing the semantics using bag-of-words, TF-IDF, word embeddings, and BERT, and develop skills for text classification using keywords, SVMs, LSTMs, and other techniques. As you advance, you'll also see how to extract information from text, implement unsupervised and supervised techniques for topic modeling, and perform topic modeling of short texts, such as tweets. Additionally, the book shows you how to develop chatbots using NLTK and Rasa and visualize text data. By the end of this NLP book, you'll have developed the skills to use a powerful set of tools for text processing. What you will learn Become well-versed with basic and advanced NLP techniques in Python Represent grammatical information in text using spaCy, and semantic information using bag-of-words, TF-IDF, and word embeddings Perform text classification using different methods, including SVMs and LSTMs Explore different techniques for topic modeling such as K-means, LDA, NMF, and BERT Work with visualization techniques such as NER and word clouds for different NLP tools Build a basic chatbot using NLTK and Rasa Extract information from text using regular expression techniques and statistical and deep learning tools Who this book is for This book is for data scientists and professionals who want to learn how to work with text. Intermediate knowledge of Python will help you to make the most out of this book. If you are an NLP practitioner, this book will serve as a code reference when working on your projects.

Modern C++ Programming Cookbook - Second Edition Aug 29 2019 Over 100 recipes to help you overcome your difficulties with C++ programming and gain a deeper understanding of the working of modern C++ Key Features Explore the most important language and library features of C++17, including containers, algorithms, regular expressions, threads, and more, Get going with unit testing frameworks Boost.Test, Google Test and Catch, Extend your C++ knowledge and take your development skills to new heights by making your applications fast, robust, and scalable. Book Description C++ is one of the most widely used programming languages. Fast, efficient, and flexible, it is used to solve many problems. The latest versions of C++ have seen programmers change the way they code, giving up on the old-fashioned C-style programming and adopting modern C++ instead. Beginning with the modern language features, each recipe addresses a specific problem, with a discussion that explains the solution and offers insight into how it works. You will learn major concepts about the core programming language as well as common tasks faced while building a wide variety of software. You will learn about concepts such as concurrency, performance, meta-programming, lambda expressions, regular expressions, testing, and many more in the form of recipes. These recipes will ensure you can make your applications robust and fast. By the end of the book, you will understand the newer aspects of C++11/14/17 and will be able to overcome tasks that are time-consuming or would break your stride while developing. What you will learn Get to know about the new core language features and the problems they were intended to solve Understand the standard support for threading and concurrency and know how to put them on work for daily basic tasks Leverage C++'s features to get increased robustness and performance Explore the widely-used testing frameworks for C++ and implement various useful patterns and idioms Work with various types of strings and look at the various aspects of compilation Explore functions and callable objects with a focus on modern features Leverage the standard library and work with containers, algorithms, and iterators Use regular expressions for find and replace string operations Take advantage of the new filesystem library to work with files and directories Use the new utility additions to the standard library to solve common problems developers encounter including string_view, any, optional and variant types Who this book is for If you want to overcome difficult phases of development with C++ and leverage its features using modern programming practices, then this book is for you. The book is designed for both experienced C++ programmers as well as people with strong knowledge of OOP concepts.

Python GUI Programming Cookbook Jun 19 2021 Over 90 recipes to help you develop widgets, forms, layouts, charts, and much more using the latest features of Python 3 Key Features Use object-oriented programming to develop impressive GUIs in Python Create interesting charts to visually represent data using Matplotlib Develop GUIs with the latest versions of tkinter, PyQt5, and wxPython frameworks Book Description Python is a multi-domain, interpreted programming language that is easy to learn and implement. With its wide support for frameworks to develop GUIs, you can build interactive and beautiful GUI-based applications easily using Python. This third edition of Python GUI Programming Cookbook follows a task-based approach to help you create effective GUIs with the smallest amount of code. Every recipe in this book builds upon the last to create an entire, real-life GUI application. These recipes also help you solve problems that you might encounter while developing GUIs. This book mainly focuses on using Python's built-in tkinter GUI framework. You'll learn how to create GUIs in Python using simple programming styles and object-oriented programming (OOP). As you add more widgets and expand your GUI, you will learn how to connect to networks, databases, and graphical libraries that greatly enhance the functionality of your GUI. You'll also learn how to use threading to ensure that your GUI doesn't become unresponsive. Toward the end, you'll learn about the versatile PyQt GUI framework, which comes along with its own visual editor that allows you to design GUIs using drag and drop features. By the end of the book, you'll be an expert in designing Python GUIs and be able to develop a variety of GUI applications with ease. What you will learn Create amazing GUIs with Python's built-in tkinter module Customize GUIs using layout managers to arrange GUI widgets Advance from the typical waterfall coding style to an OOP style using Python Develop beautiful charts using the free Matplotlib Python module Use threading in a networked environment to make GUIs responsive Discover ways to connect GUIs to a MySQL database Understand how unit tests can be created and internationalize GUI Delve into the world of GUI creation using PyQt5 Who this book is for If you're a programmer or developer looking to enhance your Python skills by writing powerful GUI applications, this book is for you. Familiarity with the Python programming language is necessary to get the most out of the book.

.Net Framework 4.5 Expert Programming Cookbook Oct 12 2020 .Net Framework 4.5 Expert Programming Cookbook is a concise and practical cookbook with advanced recipes which demonstrate the new functionality of .NET Framework 4.5. If you are a .NET developer and would like to learn the new features in .NET 4.5, then this book is just for you. ".Net Framework 4.5 Expert Programming Cookbook" gives developers with a basic to intermediate knowledge a high-level overview and clear understanding of what the .NET 4.5 Framework provides.

Go Programming Cookbook Dec 26 2021 Tackle the trickiest of problems in Go programming with this practical guide Key Features Develop applications for different domains using modern programming techniques Tackle common problems when it comes to parallelism, concurrency, and reactive programming in Go Work with ready-to-execute code based on the latest version of Go Book Description Go (or Golang) is a statically typed programming language developed at Google. Known for its vast standard library, it also provides features such as garbage collection, type safety, dynamic-typing capabilities, and additional built-in types. This book will serve as a reference while implementing Go features to build your own applications. This Go cookbook helps you put into practice the advanced concepts and libraries that Golang offers. The recipes in the book follow best practices such as documentation, testing, and vendoring with Go modules, as well as performing clean abstractions using interfaces. You'll learn how code works and the common pitfalls to watch out for. The book covers basic type and error handling, and then moves on to explore applications, such as websites, command-line tools, and filesystems, that interact with users. You'll even get to grips with parallelism, distributed systems, and performance tuning. By the end of the book, you'll be able to use open source code and concepts in Go programming to build enterprise-class applications without any hassle. What you will learn Work with third-party Go projects and modify them for your use Write Go code using modern best practices Manage your dependencies with the new Go module system Solve common problems encountered when dealing with backend systems or DevOps Explore the Go standard library and its uses Test, profile, and fine-tune Go applications Who this book is for If you're a web developer, programmer, or enterprise developer looking for quick solutions to common and not-so-common problems in Go programming, this book is for you. Basic knowledge of the Go language is assumed.

Swift 4 Programming Cookbook Nov 05 2022 Over 50 recipes to help you quickly and efficiently build applications with Swift 4 and Xcode 9 About This Book Write robust and efficient code and avoid common pitfalls using Swift 4 Get a comprehensive coverage of the tools and techniques needed to create multi-platform apps with Swift 4 Packed with easy-to-follow recipes, this book will help you develop code using the latest version of Swift Who This Book Is For If you are looking for a book to help you learn about the diverse features offered by Swift 4 along with tips and tricks to efficiently code and build applications, then this book is for you. Basic knowledge of Swift or general programming concepts will be beneficial. What You Will Learn Explore basic to advanced concepts in Swift 4 Programming Unleash advanced features of Apple's Xcode 9 IDE and Swift Playgrounds Learn about the conditional statements, loops, and how to handle errors in Swift Define flexible classes and structs using Generics, and learn about the advanced operators, and create custom operators Explore functionalities outside of the standard libraries of Swift Import your own custom functionality into Swift Playgrounds Run Swift on Linux and investigate server-side programming with the server side framework Vapor In Detail Swift 4 is an exciting, multi-platform, general-purpose programming language. Being open source, modern and easy to use has made Swift one of the fastest growing programming languages. If you interested in exploring it, then this book is what you need. The book begins with an introduction to the basic building blocks of Swift 4, its syntax and the functionalities of Swift constructs. Then, introduces you to Apple's Xcode 9 IDE and Swift Playgrounds, which provide an ideal platform to write, execute, and debug the codes thus initiating your development process. Next, you'll learn to bundle variables into tuples, set order to your data with an array, store key-value pairs with dictionaries and you'll learn how to use the property observers. Later, explore the decision-making and control structures in Swift and learn how to handle errors in Swift 4. Then you'll, examine the advanced features of Swift, generics and operators, and then explore the functionalities outside of the standard library, provided by frameworks such as Foundation and UIKit. Also, you'll explore advanced features of Swift Playgrounds. At the end of the book, you'll learn server-side programming aspect of Swift 4 and see how to run Swift on Linux and then investigate Vapor, one of the most popular server-side frameworks for Swift. Style and approach Each recipe addresses a specific problem, with a detailed discussion that explains the solution and offers insight into how it works.

iOS and OS X Network Programming Cookbook Mar 17 2021 This book follows a recipe-based approach that will heavily focus on the code and how to integrate the samples with the reader's projects. Each recipe consists of one or more methods that you can put directly into your app and use. This book is ideal for developers that want to create network applications for the Apple OS X or iOS platforms. All examples are written in Objective-C using XCode as the IDE. Knowledge of Objective-C and X-Code is essential.

UnrealScript Game Programming Cookbook Mar 29 2022 Filled with a practical collection of recipes, the UnrealScript Game Programming Cookbook is full of clear step-by-step instructions that help you harness the powerful scripting language to supplement and add AAA quality to your very own projects. This essential Cookbook has been assembled with both the hobbyist and professional developer in mind. A solid foundation of object oriented programming knowledge will be required. All examples can be replicated and used by UDK and in some cases other software and tools - all of which are available for free – can be used too.

Modern C++ Programming Cookbook Feb 13 2021 Over 100 recipes to help you overcome your difficulties with C++ programming and gain a deeper understanding of the working of modern C++ About This Book Explore the most important language and library features of C++17, including containers, algorithms, regular expressions, threads, and more, Get going with unit testing frameworks Boost.Test, Google Test and Catch, Extend your C++ knowledge and take your development skills to new heights by making your applications fast, robust, and scalable. Who This Book Is For If you want to overcome difficult phases of development with C++ and leverage its features using modern programming practices, then this book is for you. The book is designed for both experienced C++ programmers as well as people with strong knowledge of OOP concepts. What You Will Learn Get to know about the new core language features and the problems they were intended to solve Understand the standard support for threading and concurrency and know how to put them on work for daily basic tasks Leverage C++'s features to get increased robustness and performance Explore the widely-used testing frameworks for C++ and implement various useful patterns and idioms Work with various types of strings and look at the various aspects of compilation Explore functions and callable objects with a focus on modern features Leverage the standard library and work with containers, algorithms, and iterators Use regular expressions for find and replace string operations Take advantage of the new filesystem library to work with files and directories Use the new utility additions to the standard library to solve common problems developers encounter including string_view, any, optional and variant types In Detail C++ is one of the most widely used programming languages. Fast, efficient, and flexible, it is used to solve many problems. The latest versions of C++ have seen programmers change the way they code, giving up on the old-fashioned C-style programming and adopting modern C++ instead. Beginning with the modern language features, each recipe addresses a specific problem, with a discussion that explains the solution and offers insight into how it works. You will learn major concepts about the core programming language as well as common tasks faced while building a wide variety of software. You will learn about concepts such as concurrency, performance, meta-programming, lambda expressions, regular expressions, testing, and many more in the form of recipes. These recipes will ensure you can make your applications robust and fast. By the end of the book, you will understand the newer aspects of C++11/14/17 and will be able to overcome tasks that are time-consuming or would break your stride while developing. Style and approach This book follows a recipe-based approach, with examples that will empower you to implement the core programming language features and explore the newer aspects of C++.

Python GUI Programming Cookbook Feb 25 2022 Master over 80 object-oriented recipes to create amazing GUIs in Python and revolutionize your applications today About This Book Use object-oriented programming to develop amazing GUIs in Python Create a working GUI project as a central resource for developing your Python GUIs Easy-to-follow recipes to help you develop code using the latest released version of Python Who This Book Is For This book is for intermediate Python programmers who wish to enhance their Python skills by writing powerful GUIs in Python. As Python is such a great and easy to learn language, this book is also ideal for any developer with experience of other languages and enthusiasm to expand

their horizon. What You Will Learn Create the GUI Form and add widgets Arrange the widgets using layout managers Use object-oriented programming to create GUIs Create Matplotlib charts Use threads and talking to networks Talk to a MySQL database via the GUI Perform unit-testing and internationalizing the GUI Extend the GUI with third-party graphical libraries Get to know the best practices to create GUIs In Detail Python is a multi-domain, interpreted programming language. It is a widely used general-purpose, high-level programming language. It is often used as a scripting language because of its forgiving syntax and compatibility with a wide variety of different eco-systems. Python GUI Programming Cookbook follows a task-based approach to help you create beautiful and very effective GUIs with the least amount of code necessary. This book will guide you through the very basics of creating a fully functional GUI in Python with only a few lines of code. Each and every recipe adds more widgets to the GUIs we are creating. While the cookbook recipes all stand on their own, there is a common theme running through all of them. As our GUIs keep expanding, using more and more widgets, we start to talk to networks, databases, and graphical libraries that greatly enhance our GUI's functionality. This book is what you need to expand your knowledge on the subject of GUIs, and make sure you're not missing out in the long run. Style and approach This programming cookbook consists of standalone recipes, and this approach makes it unique.. While each recipe explains a certain concept, throughout the book you'll build a more and more advanced GUI, recipe after recipe. In some of the advanced topics, we simply create a new GUI in order to explore these topics in depth.

iOS 8 Swift Programming Cookbook May 19 2021 Entirely rewritten for Apple's Swift programming language, this updated cookbook helps you overcome the vexing issues you're likely to face when creating apps for iOS devices. You'll find hundreds of new and revised recipes for using the iOS 8 SDK, including techniques for working with Health data and HomeKit accessories, enhancing and animating graphics, storing and protecting data, sending and receiving notifications, and managing files and folders among them. Each recipe includes sample code on GitHub that you can use right away. Use CloudKit APIs to store information in the cloud with ease Create custom keyboards and extensions Access users' health-related information with HealthKit Interact with accessories inside the user's home with HomeKit Create vibrant and lifelike user interfaces with UIKit Dynamics Use the Keychain to protect your app's data Develop location-aware and multitasking-aware apps Work with iOS 8's audio and video APIs Use Event Kit UI to manage calendars, dates, and events Take advantage of the accelerometer and the gyroscope Get working examples for implementing gesture recognizers Retrieve and manipulate contacts and groups from the Address Book Determine a camera's availability and access the Photo Library

Clojure Programming Cookbook Dec 14 2020 Handle every problem you come across in the world of Clojure programming with this expert collection of recipes About This Book Discover a wide variety of practical cases and real world techniques to enhance your productivity with Clojure. Learn to resolve the everyday issues you face with a functional mindset using Clojure You will learn to write highly efficient, more productive, and error-free programs without the risk of deadlocks and race-conditions Who This Book Is For This book is for Clojure developers who have some Clojure programming experience and are well aware of their shortcomings. If you want to learn to tackle common problems, become an expert, and develop a solid skill set, then this book is for you. What You Will Learn Manipulate, access, filter, and transform your data with Clojure Write efficient parallelized code through Clojure abstractions Tackle Complex Concurrency easily with Reactive Programming Build on Haskell abstractions to write dynamic functional tests Write AWS Lambda functions effortlessly Put Clojure in use into your IoT devices Use Clojure with Slack for instant monitoring Scaling your Clojure application using Docker Develop real-time system interactions using MQTT and websockets In Detail When it comes to learning and using a new language you need an effective guide to be by your side when things get rough. For Clojure developers, these recipes have everything you need to take on everything this language offers. This book is divided into three high impact sections. The first section gives you an introduction to live programming and best practices. We show you how to interact with your connections by manipulating, transforming, and merging collections. You'll learn how to work with macros, protocols, multi-methods, and transducers. We'll also teach you how to work with languages such as Java, and Scala. The next section deals with intermediate-level content and enhances your Clojure skills, here we'll teach you concurrency programming with Clojure for high performance. We will provide you with advanced best practices, tips on Clojure programming, and show you how to work with Clojure while developing applications. In the final section you will learn how to test, deploy and analyze websocket behavior when your app is deployed in the cloud. Finally, we will take you through DevOps. Developing with Clojure has never been easier with these recipes by your side! Style and approach This book takes a recipe-based approach by diving directly into helpful programming concepts. It will give you a foolproof approach to programming and teach you how to deal with problems that may arise while working with Clojure. The book is divided into three sections giving you the freedom skip to the section of your choice depending on the problem faced.

JavaScript Cookbook Sep 30 2019 Why reinvent the wheel every time you run into a problem with JavaScript? This cookbook is chock-full of code recipes that address common programming tasks, as well as techniques for building web apps that work in any browser. Just copy and paste the code samples into your project—you'll get the job done faster and learn more about JavaScript in the process. You'll also learn how to take advantage of the latest features in ECMAScript 5 and HTML5, including the new cross-domain widget communication technique, HTML5's video and audio elements, and the drawing canvas. You'll find recipes for using these features with JavaScript to build high-quality application interfaces. Create interactive web and desktop applications Work with JavaScript objects, such as String, Array, Number, and Math Use JavaScript with Scalable Vector Graphics (SVG) and the canvas element Store data in various ways, from the simple to the complex Program the new HTML5 audio and video elements Implement concurrent programming with Web Workers Use and create jQuery plug-ins Use ARIA and JavaScript to create fully accessible rich internet applications

Modern C++ Programming Cookbook Apr 05 2020 A pragmatic recipe book for acquiring a comprehensive understanding of the complexities and core fundamentals of C++ programming Key FeaturesExplore the latest language and library features of C++20 such as modules, coroutines, concepts, and rangesShed new light on the core concepts in C++ programming, including functions, algorithms, threading, and concurrency, through practical self-contained recipesLeverage C++ features like smart pointers, move semantics, constexpr, and more for increased robustness and performanceBook Description C++ has come a long way to be one of the most widely used general-purpose languages that is fast, efficient, and high-performance at its core. The updated second edition of Modern C++ Programming Cookbook addresses the latest features of C++20, such as modules, concepts, coroutines, and the many additions to the standard library, including ranges and text formatting. The book is organized in the form of practical recipes covering a wide range of problems faced by modern developers. The book also delves into the details of all the core concepts in modern C++ programming, such as functions and classes, iterators and algorithms, streams and the file system, threading and concurrency, smart pointers and move semantics, and many others. It goes into the performance aspects of programming in depth, teaching developers how to write fast and lean code with the help of best practices. Furthermore, the book explores useful patterns and delves into the implementation of many idioms, including pimpl, named parameter, and attorney-client, teaching techniques such as avoiding repetition with the factory pattern. There is also a chapter dedicated to unit testing, where you are introduced to three of the most widely used libraries for C++: Boost.Test, Google Test, and Catch2. By the end of the book, you will be able to effectively leverage the features and techniques of C++11/14/17/20 programming to enhance the performance, scalability, and efficiency of your applications. What you will learnUnderstand the new C++20 language and library features and the problems they solveBecome skilled at using the standard support for threading and concurrency for daily tasksLeverage the standard library and work with containers, algorithms, and iteratorsSolve text searching and replacement problems using regular expressionsWork with different types of strings and learn the various aspects of compilationTake advantage of the file system library to work with files and directoriesImplement various useful patterns and idiomsExplore the widely used testing frameworks for C++Who this book is for The book is designed for entry- or medium-level C++ programmers who have a basic knowledge of C++ and want to master the language and become prolific modern C++ developers. Experienced C++ programmers can leverage this book to strengthen their command of C++ and find a good reference to many language and library features of C++11/14/17/20.

Python Network Programming Cookbook Nov 12 2020 Discover practical solutions for a wide range of real-world network programming tasks About This Book Solve real-world tasks in the area of network programming, system/networking administration, network monitoring, and more. Familiarize yourself with the fundamentals and functionalities of SDN Improve your skills to become the next-gen network engineer by learning the various facets of Python programming Who This Book Is For This book is for network engineers, system/network administrators, network programmers, and even web application developers who want to solve everyday network-related problems. If you are a novice, you will develop an understanding of the concepts as you progress with this book. What You Will Learn Develop TCP/IP networking client/server applications Administer local machines' IPv4/IPv6 network interfaces Write multi-purpose efficient web clients for HTTP and HTTPS protocols Perform remote system administration tasks over Telnet and SSH connections Interact with popular websites via web services such as XML-RPC, SOAP, and REST APIs Monitor and analyze major common network security vulnerabilities Develop Software-Defined Networks with Ryu, OpenDaylight, Floodlight, ONOS, and POX Controllers Emulate simple and complex networks with Mininet and its extensions for network and systems emulations Learn to configure and build network systems and Virtual Network Functions (VNF) in heterogeneous deployment environments Explore various Python modules to program the Internet In Detail Python Network Programming Cookbook - Second Edition highlights the major aspects of network programming in Python, starting from writing simple networking clients to developing and deploying complex Software-Defined Networking (SDN) and Network Functions Virtualization (NFV) systems. It creates the building blocks for many practical web and networking applications that rely on various networking protocols. It presents the power and beauty of Python to solve numerous real-world tasks in the area of network programming, network and system administration, network monitoring, and web-application development. In this edition, you will also be introduced to network modelling to build your own cloud network. You will learn about the concepts and fundamentals of SDN and then extend your network with Mininet. Next, you'll find recipes on Authentication, Authorization, and Accounting (AAA) and open and proprietary SDN approaches and frameworks. You will also learn to configure the Linux Foundation networking ecosystem and deploy and automate your networks with Python in the cloud and the Internet scale. By the end of this book, you will be able to analyze your network security vulnerabilities using advanced network packet capture and analysis techniques. Style and approach This book follows a practical approach and covers major aspects of network programming in Python. It provides hands-on recipes combined with short and concise explanations on code snippets. This book will serve as a supplementary material to develop hands-on skills in any academic course on network programming. This book further elaborates network softwarization, including Software-Defined Networking (SDN), Network Functions Virtualization (NFV), and orchestration. We learn to configure and deploy enterprise network platforms, develop applications on top of them with Python.

Qt5 C++ GUI Programming Cookbook Nov 24 2021 Use Qt5 to design and build a graphical user interface that is functional, appealing, and user-friendly for your software application About This Book Learn to make use of Qt5 to design and customize the look-and-feel of your application Improve the visual quality of your application by utilizing the graphic rendering system and animation system provided by Qt5 A good balance of visual presentation and its contents will make an application appealing yet functional Who This Book Is For This book intended for those who want to develop software using Qt5. If you want to improve the visual quality and content presentation of your software application, this book is best suited to you. What You Will Learn Customize the look and feel of your application using the widget editor provided by Qt5 Change the states of the GUI elements to make them appear in a different form Animating the GUI elements using the built-in animation system provided by Qt5 Draw shapes and 2D images in your application using Qt5's powerful rendering system Draw 3D graphics in your application by implementing OpenGL, an industry-standard graphical library to your project Build a mobile app that supports touch events and export it to your device Parse and extract data from an XML file, then present it on your software's GUI Display web content on your program and interact with it by calling JavaScript functions from C++, or calling C++ functions from the web content Access to MySQL and SQLite databases to retrieve data and display it on your software's GUI In Detail With the advancement of computer technology, the software market is exploding with tons of software choices for the user, making their expectations higher in terms of functionality and the look and feel of the application. Therefore, improving the visual quality of your application is vital in order to overcome the market competition and stand out from the crowd. This book will teach you how to develop functional and appealing software using Qt5 through multiple projects that are interesting and fun. This book covers a variety of topics such as look-and-feel customization, GUI animation, graphics rendering, implementing Google Maps, and more. You will learn tons of useful information, and enjoy the process of working on the creative projects provided in this book. Style and approach This book focuses on customizing the look and feel and utilizing the graphical features provided by Qt5. It takes a step-by-step approach, providing tons of screenshots and sample code for you to follow and learn. Each topic is explained sequentially and placed in context.

ESP8266 Internet of Things Cookbook Aug 10 2020 Exploring the low cost WiFi module About This Book Leverage the ESP8266's on-board processing and storage capability Get hand- on experience of working on the ESP8266 Arduino Core and its various libraries A practical and enticing recipe-based book that will teach you how to make your environment smart using the ESP8266 Who This Book Is For This book is targeted at IOT enthusiasts who are well versed with electronics concepts and have a very basic familiarity with the ESP8266. Some experience with programming will be an advantage. What You Will Learn Measure data from a digital temperature and humidity sensor using the ESP8266 Explore advanced ESP8266 functionalities Control devices from anywhere in the world using MicroPython Troubleshoot issues with cloud data monitoring Tweet data from the Arduino board Build a cloud-connected power-switch with the ESP8266 Create an ESP8266 robot controlled from the cloud In Detail The ESP8266 Wi-Fi Module is a self contained System on Chip (SOC) with an integrated TCP/IP protocol stack and can give any microcontroller access to your Wi-Fi network. It is capable of either hosting an application or offloading all Wi-Fi networking functions from another application processor. This book contains practical recipes that will help you master all ESP8266 functionalities. You will start by configuring and customizing the chip in line with your requirements. Then you will focus on core topics such as on-board processing, sensors, GPIOs, programming, networking, integration with external components, and so on. We will also teach you how to leverage Arduino using the ESP8266 and you'll learn about its libraries, file system, OTA updates, and so on. The book also provide recipes on web servers, testing, connecting with the cloud, and troubleshooting techniques. Programming aspects include MicroPython and how to leverage it to get started with the ESP8266. Towards the end, we will use these concepts and create an interesting project (IOT). By the end of the book, readers will be proficient enough to use the ESP8266 board efficiently. Style and approach This recipe-based book will teach you to build projects using the ESP8266.

50 Recipes for Programming Angular Oct 04 2022 50 Recipes on Programming Angular is structured in a Cookbook format featuring recipes that contain problem statements with solutions. A detailed explanation follows each problem statement of the recipe. This is usually contained within the solution; however, an optional discussion section can often contain other useful information helping to demonstrate how the solution works or if there are alternative solutions.Angular.js is a JavaScript-based open-source front-end web application framework mainly maintained by Google and by a community of individuals and corporations to address many of the challenges encountered in developing single-page applications. The JavaScript components complement Apache Cordova, the framework used for developing cross-platform mobile apps. It aims to simplify both the development and the testing of such applications by providing a framework for client-side model-view-controller (MVC) and model-view-viewmodel (MVVM) architectures, along with components commonly used in rich Internet applications.

[OpenCV 2](#) Sep 03 2022

swift-4-programming-cookbook-50-task-oriented-recipes-to-make-you-productive-with-swift-4

Online Library [blenderhd.com](#) on December 6, 2022 Free Download Pdf