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ALENA SINGH

The Book of Ruby
Apress
Based on the author's experience in teaching data science for more than 10 years, Mathematics and Programming for

Machine Learning with R: From the Ground Up reveals how machine learning algorithms do their magic and explains how these algorithms can be implemented in code. It is designed to provide readers with an understanding of the reasoning behind machine learning algorithms as well as how to program them. Written for novice programmers, the book progresses step-by-step, providing the coding skills needed to implement machine learning algorithms in R. The book begins with simple implementations and fundamental concepts of logic, sets, and probability before moving to the coverage of powerful deep learning algorithms. The first eight chapters deal with probability-based machine learning algorithms, and the last eight chapters deal with machine learning based on artificial neural networks. The first half of the book does not require mathematical sophistication, although familiarity with probability and statistics would be helpful. The second half assumes the reader is familiar with at least one semester of calculus. The text guides novice R programmers through algorithms and their application and along the way; the reader gains programming confidence in tackling advanced R programming challenges. Highlights of the book include: More than 400

exercises A strong emphasis on improving programming skills and guiding beginners to the implementation of full-fledged algorithms Coverage of fundamental computer and mathematical concepts including logic, sets, and probability In-depth explanations of machine learning algorithms

LINUX Assembly Language Programming John Wiley & Sons

All of Programming provides a platform for instructors to design courses which properly place their focus on the core fundamentals of programming, or to let a motivated student learn these skills independently. A student who masters the material in this book will not just be a competent C programmer, but also a competent programmer. We teach students how to solve programming problems with a 7-step approach centered on thinking about how to develop an algorithm. We also teach students to deeply understand how the code works by teaching students how to execute the code by hand. This is Edition 1 (the second edition, as C programmers count from 0). It fixes a variety of formatting issues that arose from epub conversion, most notably practice exercises are now available in flowing text mode.

Programming Machine Learning Addison-Wesley Professional

Master x86 language from the Linux point of

view with this one-concept-at-a-time guide. Neveln gives an "under the hood" perspective of how Linux works and shows how to create device drivers. The CD-ROM includes all source code from the book plus edlinas, an x86 simulator that's perfect for hands-on, interactive assembler development.

MFC Programming from the Ground Up Apress
A guide to developing network programs covers networking fundamentals as well as TCP and UDP sockets, multicasting protocol, content handlers, servlets, I/O, parsing, Java Mail API, and Java Secure Sockets Extension.

C++ from the Ground Up Mit Press Programming from the Ground UpOrange Groove Books

Head First C# Apress This book takes the reader through the details of the EJB 3.0 architecture, and shows how EJB can be used to develop powerful, standards-based backend business logic. It offers practical insights into the entire EJB architecture, covering all areas of the EJB 3.0 specification, including its new persistence framework, simplified development model, and other key new features. In addition, it covers upgrade headaches: common issues encountered when migrating from EJB 2.1 to EJB 3.0, highly relevant to existing EJB developers. The book is designed to be the first and only

comprehensive beginning or introductory EJB 3 book to market.
JavaBeans Programming from the Ground Up Apress SystemC provides a robust set of extensions to C++ that enables rapid development of complex hardware/software systems. This book focuses on the practical uses of the language for modeling real systems. The wealth of examples and downloadable code methodically guide the reader through the finer points of the SystemC language. This work provides: - A step-by-step build-up of syntax - NEW features of SystemC 2.1 - Code examples for each concept, - Many resource references - Coding styles and guidelines - Over 52 downloadable code examples (over 8,000 lines) - Exercises throughout the book - How SystemC fits into the system design methodology - Why features are as they are Well known consultants in the EDA industry, both David Black and Jack Donovan have been involved in the adoption and teaching of new technologies and methodologies for a combined total of 42+ years. Recently, they jointly founded a consultancy, Eklectic Ally, focused on helping companies adopt SystemC methodologies. **Beginning Programming with C++ For Dummies** Bracy and Hilton

With complete coverage of the new Palm wireless and Web capabilities, this one-step reference shows programmers how to create next-generation applications for Palm OS devices using all the latest development platforms and tools. The author has tested the many code samples against all Palm OS versions right up to the new OS 3.5. The value-packed CD-ROM includes development tools, demos, and sample code.

Coders at Work
Bartlett Pub
New Programmers Start Here introduces students to the world of computer programming using JavaScript and related technologies. This book doesn't just teach the basics of programming, but also all of the tools that new programmers need to get started, including the basics of making web pages and how the Internet works. This book offers practice problems, activities, and a host of helps to get new programmers started, plus a large glossary of terms introduced in the book and that a new programmer might encounter when learning on their own or reading other material. No special software is required - this book works on all computers.

Haskell Programming from First Principles
"O'Reilly Media, Inc."
Ruby is famous for being easy to learn, but most users only scratch the surface of what it can do. While other books focus on Ruby's trendier

features, The Book of Ruby reveals the secret inner workings of one of the world's most popular programming languages, teaching you to write clear, maintainable code. You'll start with the basics—types, data structures, and control flows—and progress to advanced features like blocks, mixins, metaclasses, and beyond. Rather than bog you down with a lot of theory, The Book of Ruby takes a hands-on approach and focuses on making you productive from day one. As you follow along, you'll learn to: –Leverage Ruby's succinct and flexible syntax to maximize your productivity –Balance Ruby's functional, imperative, and object-oriented features –Write self-modifying programs using dynamic programming techniques –Create new fibers and threads to manage independent processes concurrently –Catch and recover from execution errors with robust exception handling –Develop powerful web applications with the Ruby on Rails framework Each chapter includes a "Digging Deeper" section that shows you how Ruby works under the hood, so you'll never be caught off guard by its deceptively simple scoping, multithreading features, or precedence rules. Whether you're new to programming or just new Ruby, The Book of

Ruby is your guide to rapid, real-world software development with this unique and elegant language.
Programming from the Ground Up
Cambridge University Press
In a world where we are constantly being asked to make decisions based on incomplete information, facility with basic probability is an essential skill. This book provides a solid foundation in basic probability theory designed for intellectually curious readers and those new to the subject. Through its conversational tone and careful pacing of mathematical development, the book balances a charming style with informative discussion. This text will immerse the reader in a mathematical view of the world, giving them a glimpse into what attracts mathematicians to the subject in the first place. Rather than simply writing out and memorizing formulas, the reader will come out with an understanding of what those formulas mean, and how and when to use them. Readers will also encounter settings where probabilistic reasoning does not apply or where intuition can be misleading. This book establishes simple principles of counting collections and sequences of alternatives, and elaborates on these techniques to solve real world problems both inside and outside the casino. Pair this

book with the HarvardX online course for great videos and interactive learning: https://harvardx.link/fat-chance.

All of Programming No Starch Press Programming from the Ground Up uses Linux assembly language to teach new programmers the most important concepts in programming. It takes you a step at a time through these concepts: * How the processor views memory * How the processor operates * How programs interact with the operating system * How computers represent data internally * How to do low-level and high-level optimization Most beginning-level programming books attempt to shield the reader from how their computer really works. Programming from the Ground Up starts by teaching how the computer works under the hood, so that the programmer will have a sufficient background to be successful in all areas of programming. This book is being used by Princeton University in their COS 217 "Introduction to Programming Systems" course.

Programming from the Ground Up John Wiley & Sons This book provides a solid introduction to the basics of Windows NT programming but goes beyond to cover more sophisticated topics. There are some critical differences between developing for Windows NT and Windows 95. This book is applicable to either system, but as the text

progresses beyond the rudiments, the critical differences will be explored.

<u>Professional Assembly Language</u> "O'Reilly Media, Inc."

After providing an introduction to the Perl programming language, this helpful guide teaches computer networking using Perl. Topics discussed include ethernet network analysis, programming standard Internet protocols, and exploring mobile agent programming. * Each chapter provides a general discussion of the technologies under consideration, the support for programming the technologies as provided by Perl, and implementations of working examples * Covers Mobile Agent Technology, which is set to become one of the "next big things" on the Internet * Further information is supplied, including a listing of Web and print resources, programming exercises, and tips to expand the reader's understanding of the material

Orange Groove Books

A clear, comprehensive, well-paced description of all MFC essentials with numerous, ready-to-run examples, tips, and suggestions for those programmers transitioning from API for Windows programming. Includes in-depth boxes covering specific MFC programming topics and margin notes that provide concise information of critical terms without

interrupting the text flow.

Beginning EJB 3 Application Development
Pragmatic Bookshelf
Unlike high-level languages such as Java and C++, assembly language is much closer to the machine code that actually runs computers; it's used to create programs or modules that are very fast and efficient, as well as in hacking exploits and reverse engineering Covering assembly language in the Pentium microprocessor environment, this code-intensive guide shows programmers how to create stand-alone assembly language programs as well as how to incorporate assembly language libraries or routines into existing high-level applications Demonstrates how to manipulate data, incorporate advanced functions and libraries, and maximize application performance Examples use C as a high-level language, Linux as the development environment, and GNU tools for assembling, compiling, linking, and debugging

Modern X86 Assembly Language Programming BP Learning
Java Programming, From The Ground Up, with its flexible organization, teaches Java in a way that is refreshing, fun, interesting and still has all the appropriate programming pieces for students to learn. The motivation behind this writing is to bring a logical, readable,

entertaining approach to keep your students involved. Each chapter has a Bigger Picture section at the end of the chapter to provide a variety of interesting related topics in computer science. The writing style is conversational and not overly technical so it addresses programming concepts appropriately. Because of the flexibile organization of the text, it can be used for a one or two semester introductory Java programming class, as well as using Java as a second language. The text contains a large variety of carefully designed exercises that are more effective than the competition.
Windows 98 Programming from the Ground Up
Programming from the Ground Up

This fifth edition of the popular C# guide helps you learn the building blocks of C# language, right from variables to classes and exception handling. After getting to grips with the basics of C# programming, it takes you through the world of Unity game development and how you can apply C# knowledge using game development examples.
Programming the Network with Perl
Newnes

Get Programming: Learn to code with Python teaches you the basics of computer programming using the Python language. In this exercise-driven book, you'll be doing something on nearly every page as you work through 38 compact lessons and 7

engaging capstone projects. By exploring the crystal-clear illustrations, exercises that check your understanding as you go, and tips for what to try next, you'll start thinking like a programmer in no time. This book works perfectly alongside our video course Get Programming with Python in Motion, available exclusively at Manning.com: www.manning.com/livevideo/get-programming-with-python-in-motion Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. What's Inside Programming skills you can use in any language Learn to code—no experience required Learn Python, the language for beginners Dozens of exercises and examples help you learn by doing About the Reader No prior programming experience needed. Table of Contents LEARNING HOW TO PROGRAM Lesson 1 - Why should you learn how to program? Lesson 2 - Basic principles of learning a programming language UNIT 1 - VARIABLES, TYPES, EXPRESSIONS, AND STATEMENTS Lesson 3 - Introducing Python: a programming language Lesson 4 - Variables and expressions: giving names and values to things Lesson 5 - Object types and statements of code 46 Lesson 6 - Capstone project: your first Python program-convert hours to

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document similarity UNIT 7 - MAKING YOUR OWN OBJECT TYPES BY USING OBJECT-ORIENTED PROGRAMMING Lesson 30 - Making your own object types Lesson 31 - Creating a class for an object type Lesson 32 - Working with your own object types Lesson 33 - Customizing classes Lesson 34 - Capstone project: card game UNIT 8 - USING LIBRARIES TO ENHANCE YOUR PROGRAMS Lesson 35 - Useful libraries Lesson 36 - Testing and debugging your programs Lesson 37 - A library for graphical user interfaces Lesson 38 - Capstone project: game of tag Appendix A - Answers to lesson exercises Appendix B - Python cheat sheet Appendix C -

Interesting Python libraries

The Elements of Computing Systems McGraw-Hill Companies Programming from the Ground Up uses Linux assembly language to teach new programmers the most important concepts in programming. It takes you a step at a time through these concepts: * How the processor views memory * How the processor operates * How programs interact with the operating system * How computers represent data internally * How to do low-level and high-level optimization Most beginning-level programming books attempt to shield the reader from how their computer really works. Programming from the Ground Up starts by

teaching how the computer works under the hood, so that the programmer will have a sufficient background to be successful in all areas of programming.

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