
Learning Phalcon Php By Calin Rada

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Learning
Phalcon PHP

The Life of
Apollonius;
The Hidden
Life of Jesus;
The Council of
Nicaea;
Falsification;
The Legend
and the Truth
Interwoven—
Why?; The
Mystic Sleep;

The Second
Coming; The
True
Understanding
of the Biblical
Statement.
Many reject
this book at
the first
reading—later
they come
back to buy

scores to give to their friends. It is a book which will change your entire life. The author says: “TRUTH is such a rare quality—a stranger so seldom met in this civilization of fraud, that it is never received freely, but must always fight its way into the world.” Get this book now—read it—and you’ll probably become another follower of Hilton Hotema.

Test-Driven Java Development
 Packt Publishing Ltd
 Leverage the power of advanced analytics and predictive modeling in Tableau using the statistical powers of R
 About This Book A comprehensive guide that will bring out the creativity in you to visualize the results of complex calculations using Tableau and R
 Combine Tableau analytics and visualization with the

power of R using this step-by-step guide
 Wondering how R can be used with Tableau? This book is your one-stop solution. Who This Book Is For This book will appeal to Tableau users who want to go beyond the Tableau interface and deploy the full potential of Tableau, by using R to perform advanced analytics with Tableau. A basic familiarity with R is useful but not compulsory,

as the book will start off with concrete examples of R and will move quickly into more advanced spheres of analytics using online data sources to support hands-on learning. Those R developers who want to integrate R in Tableau will also benefit from this book. What You Will Learn Integrate Tableau's analytics with the industry-standard, statistical prowess of R. Make R

function calls in Tableau, and visualize R functions with Tableau using RServe. Use the CRISP-DM methodology to create a roadmap for analytics investigations. Implement various supervised and unsupervised learning algorithms in R to return values to Tableau. Make quick, cogent, and data-driven decisions for your business using advanced analytical techniques

such as forecasting, predictions, association rules, clustering, classification, and other advanced Tableau/R calculated field functions. In Detail Tableau and R offer accessible analytics by allowing a combination of easy-to-use data visualization along with industry-standard, robust statistical computation. Moving from data visualization into deeper,

more advanced analytics? This book will intensify data skills for data viz-savvy users who want to move into analytics and data science in order to enhance their businesses by harnessing the analytical power of R and the stunning visualization capabilities of Tableau. Readers will come across a wide range of machine learning algorithms and learn how descriptive, prescriptive,

predictive, and visually appealing analytical solutions can be designed with R and Tableau. In order to maximize learning, hands-on examples will ease the transition from being a data-savvy user to a data analyst using sound statistical tools to perform advanced analytics. By the end of this book, you will get to grips with advanced calculations in R and Tableau for analytics and prediction

with the help of use cases and hands-on examples. Style and approach (uniquely) offers excellent visualization combined with advanced analytics; R is at the pinnacle of statistical computational languages. When you want to move from one view of data to another, backed up by complex computations, the combination of R and Tableau makes the

perfect solution. This example-rich guide will teach you how to combine these two to perform advanced analytics by integrating Tableau with R and create beautiful data visualizations. [Python Programming Blueprints](#) Packt Publishing Ltd Create next-generation Augmented Reality and Mixed Reality apps with the latest version of Google ARCore Key Features Harness the power of the

Google's new augmented reality (AR) platform ARCore to build cutting-edge Augmented reality apps Learn core concepts of Environmental Understanding , Immersive Computing, and Motion Tracking with ARCore Extend your application by combining ARCore with OpenGL, Machine Learning and more. Book Description Are you a mobile developer or web developer who wants to

create immersive and cool Augmented Reality apps with the latest Google ARCore platform? If so, this book will help you jump right into developing with ARCore and will help you create a step by step AR app easily. This book will teach you how to implement the core features of ARCore starting from the fundamentals of 3D rendering to more advanced concepts such

as lighting, shaders, Machine Learning, and others. We'll begin with the basics of building a project on three platforms: web, Android, and Unity. Next, we'll go through the ARCore concepts of motion tracking, environmental understanding, and light estimation. For each core concept, you'll work on a practical project to use and extend the ARCore feature, from learning the

basics of 3D rendering and lighting to exploring more advanced concepts. You'll write custom shaders to light virtual objects in AR, then build a neural network to recognize the environment and explore even grander applications by using ARCore in mixed reality. At the end of the book, you'll see how to implement motion tracking and environment learning, create

animations and sounds, generate virtual characters, and simulate them on your screen. What you will learn Build and deploy your Augmented Reality app to the Android, Web, and Unity platforms Implement ARCore to identify and visualize objects as point clouds, planes, surfaces, and/or meshes Explore advanced concepts of environmental understanding using Google

ARCore and OpenGL ES with Java Create light levels from ARCore and create a C# script to watch and propagate lighting changes in a scene Develop graphics shaders that react to changes in lighting and map the environment to place objects in Unity/C# Integrate motion tracking with the Web ARCore API and Google Street View to create a combined AR/VR

experience Who this book is for This book is for web and mobile developers who have broad programming knowledge on Java or JavaScript or C# and want to develop Augmented Reality applications with Google ARCore. To follow this book no prior experience with AR development, 3D, or 3D math experience is needed.
App Inventor 2 Essentials
Packt

Publishing Ltd Unity has established itself as a powerful force for developing games. If you love mobile games and want to learn how to create them but have no idea where to begin, this book is for you. It takes a step-by-step approach to build an endless runner game using Unity, along with covering examples on how to create a game that is uniquely your own.
Build modern web applications

**and
microservices
with
Spring and
Angular**

Packt
Publishing Ltd
A practical
approach to
conquering
the
complexities
of
Microservices
using the
Python tooling
ecosystem
About This
Book A very
useful guide
for Python
developers
who are
shifting to the
new
microservices-
based
development
A concise, up-
to-date guide
to building
efficient and

lightweight
microservices
in Python
using Flask,
Tox, and other
tools Learn to
use Docker
containers,
CoreOS, and
Amazon Web
Services to
deploy your
services Who
This Book Is
For This book
is for
developers
who have
basic
knowledge of
Python, the
command line,
and HTTP-
based
application
principles, and
those who
want to learn
how to build,
test, scale,
and manage
Python 3

microservices.
No prior
experience of
writing
microservices
in Python is
assumed.
What You Will
Learn Explore
what
microservices
are and how
to design
them Use
Python 3,
Flask, Tox,
and other
tools to build
your services
using best
practices
Learn how to
use a TDD
approach
Discover how
to document
your
microservices
Configure and
package your
code in the
best way

Interact with other services Secure, monitor, and scale your services Deploy your services in Docker containers, CoreOS, and Amazon Web Services In Detail We often deploy our web applications into the cloud, and our code needs to interact with many third-party services. An efficient way to build applications to do this is through microservices architecture. But, in practice, it's

hard to get this right due to the complexity of all the pieces interacting with each other. This book will teach you how to overcome these issues and craft applications that are built as small standard units, using all the proven best practices and avoiding the usual traps. It's a practical book: you'll build everything using Python 3 and its amazing tooling ecosystem. You will

understand the principles of TDD and apply them. You will use Flask, Tox, and other tools to build your services using best practices. You will learn how to secure connections between services, and how to script Nginx using Lua to build web application firewall features such as rate limiting. You will also familiarize yourself with Docker's role in microservices, and use

Docker containers, CoreOS, and Amazon Web Services to deploy your services. This book will take you on a journey, ending with the creation of a complete Python application based on microservices. By the end of the book, you will be well versed with the fundamentals of building, designing, testing, and deploying your Python microservices. Style and approach This book is an

linear, easy-to-follow guide on how to best design, write, test, and deploy your microservices. It includes real-world examples that will help Python developers create their own Python microservice using the most efficient methods. [NHibernate 4.x Cookbook](#) Routledge Learn about the fastest-growing open source project in the world, and find out how it revolutionizes big data analytics

About This Book Exclusive guide that covers how to get up and running with fast data processing using Apache Spark Explore and exploit various possibilities with Apache Spark using real-world use cases in this book Want to perform efficient data processing at real time? This book will be your one-stop solution. Who This Book Is For This guide appeals to big data engineers, analysts,

architects, software engineers, even technical managers who need to perform efficient data processing on Hadoop at real time. Basic familiarity with Java or Scala will be helpful. The assumption is that readers will be from a mixed background, but would be typically people with background in engineering/data science with no prior Spark experience and want to understand how Spark can

help them on their analytics journey. What You Will Learn Get an overview of big data analytics and its importance for organizations and data professionals Delve into Spark to see how it is different from existing processing platforms Understand the intricacies of various file formats, and how to process them with Apache Spark. Realize how to deploy Spark with YARN, MESOS or a Stand-

alone cluster manager. Learn the concepts of Spark SQL, SchemaRDD, Caching and working with Hive and Parquet file formats Understand the architecture of Spark MLLib while discussing some of the off-the-shelf algorithms that come with Spark. Introduce yourself to the deployment and usage of SparkR. Walk through the importance of Graph computation and the graph

processing systems available in the market. Check the real world example of Spark by building a recommendation engine with Spark using ALS. Use a Telco data set, to predict customer churn using Random Forests. In Detail Spark juggernaut keeps on rolling and getting more and more momentum each day. Spark provides key capabilities in the form of Spark SQL, Spark Streaming, Spark ML and Graph X all accessible via Java, Scala, Python and R. Deploying the key capabilities is crucial whether it is on a Standalone framework or as a part of existing Hadoop installation and configuring with Yarn and Mesos. The next part of the journey after installation is using key components, APIs, Clustering, machine learning APIs, data pipelines, parallel programming. It is important to understand why each framework component is key, how widely it is being used, its stability and pertinent use cases. Once we understand the individual components, we will take a couple of real life advanced analytics examples such as 'Building a Recommendation system', 'Predicting customer churn' and so on. The objective of

these real life examples is to give the reader confidence of using Spark for real-world problems. Style and approach With the help of practical examples and real-world use cases, this guide will take you from scratch to building efficient data applications using Apache Spark. You will learn all about this excellent data processing engine in a step-by-step manner, taking one aspect of it at

a time. This highly practical guide will include how to work with data pipelines, dataframes, clustering, SparkSQL, parallel programming, and such insightful topics with the help of real-world use cases.

**Python
Microservice
s
Developmen
t** Packt Publishing Ltd
Invoke TDD principles for end-to-end application development with Java
About This Book Explore

the most popular TDD tools and frameworks and become more proficient in building applications
Create applications with better code design, fewer bugs, and higher test coverage, enabling you to get them to market quickly
Implement test-driven programming methods into your development workflows
Who This Book Is For If you're an experienced Java developer and want to

implement more effective methods of programming systems and applications, then this book is for you. What You Will Learn Explore the tools and frameworks required for effective TDD development Perform the Red-Green-Refactor process efficiently, the pillar around which all other TDD procedures are based Master effective unit testing in isolation from the rest of your code Design simple

and easily maintainable codes by implementing different techniques Use mocking frameworks and techniques to easily write and quickly execute tests Develop an application to implement behaviour-driven development in conjunction with unit testing Enable and disable features using Feature Toggles In Detail Test-driven development (TDD) is a development approach that

relies on a test-first procedure that emphasises writing a test before writing the necessary code, and then refactoring the code to optimize it. The value of performing TDD with Java, one of the most established programming languages, is to improve the productivity of programmers, the maintainability and performance of code, and develop a deeper understanding

of the language and how to employ it effectively. Starting with the basics of TDD and reasons why its adoption is beneficial, this book will take you from the first steps of TDD with Java until you are confident enough to embrace the practice in your day-to-day routine. You'll be guided through setting up tools, frameworks, and the environment you need, and will dive right in to hands-on

exercises with the goal of mastering one practice, tool, or framework at a time. You'll learn about the Red-Green-Refactor procedure, how to write unit tests, and how to use them as executable documentation. With this book you'll also discover how to design simple and easily maintainable code, work with mocks, utilise behaviour-driven development, refactor old legacy code,

and release a half-finished feature to production with feature toggles. You will finish this book with a deep understanding of the test-driven development methodology and the confidence to apply it to application programming with Java. Style and approach An easy-to-follow, hands-on guide to building applications through effective coding practices. This book covers

practical examples by introducing different problems, each one designed as a learning exercise to help you understand each aspect of TDD.

Cloud-Native Applications in Java

Packt Publishing Ltd
Build full-stack shopping list applications from scratch for web and mobile platforms using Xcode, Vapor, and Swift Key Features
Build, package, and deploy an end-to-end

app solution for mobile and web with Swift
4 Increase developer productivity by creating reusable client and server components
Develop backend services for your apps and websites using Vapor framework
Book Description
Making Swift an open-source language enabled it to share code between a native app and a server.
Building a scalable and secure server backend

opens up new possibilities, such as building an entire application written in one language—Swift. This book gives you a detailed walk-through of tasks such as developing a native shopping list app with Swift and creating a full-stack backend using Vapor (which serves as an API server for the mobile app). You'll also discover how to build a web server to support dynamic web pages in browsers,

thereby creating a rich application experience. You'll begin by planning and then building a native iOS app using Swift. Then, you'll get to grips with building web pages and creating web views of your native app using Vapor. To put things into perspective, you'll learn how to build an entire full-stack web application and an API server for your native mobile app, followed by learning how to deploy

the app to the cloud, and add registration and authentication to it. Once you get acquainted with creating applications, you'll build a tvOS version of the shopping list app and explore how easy is it to create an app for a different platform with maximum code shareability. Towards the end, you'll also learn how to create an entire app for different platforms in Swift, thus enhancing

your productivity. What you will learn Get accustomed to server-side programming as well as the Vapor framework Learn how to build a RESTful API Make network requests from your app and handle error states when a network request fails Deploy your app to Heroku using the CLI command Write a test for the Vapor backend Create a tvOS version of your shopping list app and explore code-

sharing with an iOS platform Add registration and authentication so that users can have their own shopping lists Who this book is for This book is for developers who are looking to build full-stack web and native mobile applications using Swift. An understanding of HTML, CSS, and JavaScript would be beneficial when building server-rendered pages with Vapor.

Microservice Patterns and

Best Practices
Packt Publishing Ltd
All the healthy and delicious chocolate you can eat, and more! 84 superfood chocolate recipes in the chapters: Breakfasts and Snacks, Raw Chocolate Love, Fashionable Desserts, Cacao Elixirs and Miscellaneous Recipes. Featuring inspirational fashion/beauty imagery throughout, Model Chocolate is as visually enriching, as it

is enticing to the appetite. Mostly raw and prepared in minutes, there are gluten free, sugar free, dairy free or nut free recipes to suit everyone, and enliven any occasion.

A practical solution to your GUI development problems with Python and Tkinter

Packt Publishing Ltd
This work has been selected by scholars as being culturally important and is part of the knowledge base of

civilization as we know it. This work is in the public domain in the United States of America, and possibly other nations. Within the United States, you may freely copy and distribute this work, as no entity (individual or corporate) has a copyright on the body of the work. Scholars believe, and we concur, that this work is important enough to be preserved, reproduced, and made generally available to

the public. To ensure a quality reading experience, this work has been proofread and republished using a format that seamlessly blends the original graphical elements with text in an easy-to-read typeface. We appreciate your support of the preservation process, and thank you for being an important part of keeping this knowledge alive and relevant.

Deep

Learning Essentials
Packt Publishing Ltd
Explore the concepts and tools you need to discover the world of microservices with various design patterns
Key Features Get to grips with the microservice architecture and build enterprise-ready microservice applications
Learn design patterns and the best practices while building a microservice application
Obtain hands-on techniques

and tools to create high-performing microservices resilient to possible fails

Book Description
Microservices are a hot trend in the development world right now. Many enterprises have adopted this approach to achieve agility and the continuous delivery of applications to gain a competitive advantage. This book will take you through different design patterns at different

stages of the microservice application development along with their best practices. **Microservice Patterns and Best Practices** starts with the learning of microservices key concepts and showing how to make the right choices while designing microservices. You will then move onto internal microservices application patterns, such as caching strategy, asynchronism, CQRS and event sourcing,

circuit breaker, and bulkheads. As you progress, you'll learn the design patterns of microservices. The book will guide you on where to use the perfect design pattern at the application development stage and how to break monolithic application into microservices. You will also be taken through the best practices and patterns involved while testing, securing, and deploying your

<p>microservice application. At the end of the book, you will easily be able to create interoperable microservices, which are testable and prepared for optimum performance. What you will learn How to break monolithic application into microservices Implement caching strategies, CQRS and event sourcing, and circuit breaker patterns Incorporate different microservice design</p>	<p>patterns, such as shared data, aggregator, proxy, and chained Utilize consolidate testing patterns such as integration, signature, and monkey tests Secure microservices with JWT, API gateway, and single sign on Deploy microservices with continuous integration or delivery, Blue-Green deployment Who this book is for This book is for architects and senior developers who would like</p>	<p>implement microservice design patterns in their enterprise application development. The book assumes some prior programming knowledge. <u>Learning Spark SQL</u> Macmillan Learning Phalcon PHPPackt Publishing Ltd <u>Build robust and scalable real-time server-side web applications efficiently</u> Packt Publishing Ltd Design, implement, and deliver</p>
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successful streaming applications, machine learning pipelines and graph applications using Spark SQL API About This Book Learn about the design and implementation of streaming applications, machine learning pipelines, deep learning, and large-scale graph processing applications using Spark SQL APIs and Scala. Learn data exploration, data munging, and how to

process structured and semi-structured data using real-world datasets and gain hands-on exposure to the issues and challenges of working with noisy and "dirty" real-world data. Understand design considerations for scalability and performance in web-scale Spark application architectures. Who This Book Is For If you are a developer, engineer, or an architect and want to

learn how to use Apache Spark in a web-scale project, then this is the book for you. It is assumed that you have prior knowledge of SQL querying. A basic programming knowledge with Scala, Java, R, or Python is all you need to get started with this book. What You Will Learn Familiarize yourself with Spark SQL programming, including working with DataFrame/Dataset API and SQL Perform a

series of hands-on exercises with different types of data sources, including CSV, JSON, Avro, MySQL, and MongoDB

Perform data quality checks, data visualization, and basic statistical analysis tasks

Perform data munging tasks on publically available datasets

Learn how to use Spark SQL and Apache Kafka to build streaming applications

Learn key performance-tuning tips and tricks in

Spark SQL applications

Learn key architectural components and patterns in large-scale Spark SQL applications

In Detail In the past year, Apache Spark has been increasingly adopted for the development of distributed applications.

Spark SQL APIs provide an optimized interface that helps developers build such applications quickly and easily.

However, designing web-scale

production applications using Spark SQL APIs can be a complex task. Hence, understanding the design and implementation best practices before you start your project will help you avoid these problems. This book gives an insight into the engineering practices used to design and build real-world, Spark-based applications. The book's hands-on examples will give you the

required confidence to work on any future projects you encounter in Spark SQL. It starts by familiarizing you with data exploration and data munging tasks using Spark SQL and Scala. Extensive code examples will help you understand the methods used to implement typical use-cases for various types of applications. You will get a walkthrough of the key concepts and

terms that are common to streaming, machine learning, and graph applications. You will also learn key performance-tuning details including Cost Based Optimization (Spark 2.2) in Spark SQL applications. Finally, you will move on to learning how such systems are architected and deployed for a successful delivery of your project. Style and approach This book is a hands-on

guide to designing, building, and deploying Spark SQL-centric production applications at scale. Troubleshooting and Repairing Major Appliances, 2nd Ed. Packt Publishing Ltd Discover solutions to all your Tkinter and Python GUI development problems Key Features Integrate efficient Python GUI programming techniques with Tkinter Efficiently implement

advanced MVC architectures in your Python GUI apps. Solve all your problems related to Tkinter and Python GUI development. **Book Description** As one of the more versatile programming languages, Python is well-known for its batteries-included philosophy, which includes a rich set of modules in its standard library; Tkinter is the library included for building desktop applications. Due to this,

Tkinter is a common choice for rapid GUI development, and more complex applications can benefit from the full capabilities of this library. This book covers all of your Tkinter and Python GUI development problems and solutions. **Tkinter GUI Application Development Cookbook** starts with an overview of Tkinter classes and at the same time provides recipes for basic topics,

such as layout patterns and event handling. Next, we cover how to develop common GUI patterns, such as entering and saving data, navigating through menus and dialogs, and performing long-running actions in the background. You can then make your apps leverage network resources effectively and perform graphical operations on a canvas and related tasks such as

detecting collisions between items. Finally, this book covers using themed widgets, an extension of Tk widgets that have a more native look and feel. Finally, this book covers using the canvas and themed widgets. By the end of the book, you will have an in-depth knowledge of Tkinter classes, and will know how to use them to build efficient and rich GUI applications. What you will

learn Add widgets and handle user events Lay out widgets within windows using frames and the different geometry managers Configure widgets so that they have a customized appearance and behavior Improve the navigation of your apps with menus and dialogs Apply object-oriented programming techniques in Tkinter applications Use threads to achieve responsiveness and update the GUI

Explore the capabilities of the canvas widget and the types of items that can be added to it Extend Tkinter applications with the TTK (themed Tkinter) module Who this book is for This book is for Python developers who are familiar with the basics of the language syntax, data structures, and OOP. You do not need previous experience with Tkinter or other GUI development libraries.
Raspberry Pi 3

Home Automation Projects Packt Publishing Ltd
This is an advanced, practical guide to harnessing the power of Node.js by creating 6 full-scale real-world projects, from creating a chat application to an eLearning system. Key Features
Develop scalable and lightweight applications using Node.js
Learn how to interface Node.js with other popular technologies such as MongoDB, MySQL, and more
Your companion to master the Node ecosystem through six real-world projects
Book Description
With its event-driven architecture and efficient web services capabilities, more and more companies are building their entire infrastructure around Node.js. Node has become a de facto part of web development that any serious developer needs to master. This book includes six Node.js projects that gradually increase in complexity. You'll start by building a simple web server and create a basic website. You will then move to create the login system, blog system, chat system, and e-learning system. By creating and following the example projects in this book, you'll improve your Node.js skills through practical working projects, and you'll learn how to use

Node.js with many other useful technologies, such as ExpressJS, Kickstart, and Heroku. What you will learn Create powerful applications using Node.js Build scalable and lightweight web applications Use the Express Framework to build web applications Understand the coding principles behind practical web applications Understand the concepts of network

programming Use Node.js with other technologies including Kickstart and Heroku Use Node with database technologies Cassandra and MongoDB Who this book is for If you are a web developer or a student who wants to learn about Node.js in a hands-on manner, this book will be perfect for you. A basic understanding of HTML, JavaScript, and some front-end programming experience is required.

Mystery Man of the Bible

John Wiley & Sons

Learn how to use the Akka framework to build effective applications in Scala About This Book Covers a discussion on Lagom—the newest launched Akka framework that is built to create complex microservices easily The recipe approach of the book allows the reader to know important and independent concepts of Scala and

Akka in a seamless manner Provides a comprehensive understanding of the Akka actor model and implementing it to create reactive web applications Who This Book Is For If you are a Scala developer who wants to build scalable and concurrent applications, then this book is for you. Basic knowledge of Akka will help you take advantage of this book. What You Will Learn Control

an actor using the ContolAware mailbox Test a fault-tolerant application using the Akka test kit Create a parallel application using futures and agents Package and deploy Akka application inside Docker Deploy remote actors programmatically on different nodes Integrate Streams with Akka actors Install Lagom and create a Lagom project In Detail Akka is an open source toolkit that simplifies

the construction of distributed and concurrent applications on the JVM. This book will teach you how to develop reactive applications in Scala using the Akka framework. This book will show you how to build concurrent, scalable, and reactive applications in Akka. You will see how to create high performance applications, extend applications, build microservices with Lagom,

and more. We will explore Akka's actor model and show you how to incorporate concurrency into your applications. The book puts a special emphasis on performance improvement and how to make an application available for users. We also make a special mention of message routing and construction. By the end of this book, you will be able to create a high-performing Scala application

using the Akka framework. Style and approach This highly practical recipe-based approach will allow you to build scalable, robust, and reactive applications using the Akka framework. [The Fiction Writer's Guide to Dialogue](#) Legare Street Press Get to grips with the essentials of deep learning by leveraging the power of Python Key Features Your one-stop solution to get started with the essentials

of deep learning and neural network modeling Train different kinds of neural networks to tackle various problems in Natural Language Processing, computer vision, speech recognition, and more Covers popular Python libraries such as Tensorflow, Keras, and more, along with tips on training, deploying and optimizing your deep learning models in the best possible

manner Book Description Deep Learning a trending topic in the field of Artificial Intelligence today and can be considered to be an advanced form of machine learning, which is quite tricky to master. This book will help you take your first steps in training efficient deep learning models and applying them in various practical scenarios. You will model, train, and deploy different kinds of neural networks such as Convolutional Neural Network, Recurrent Neural Network, and will see some of their applications in real-world domains including computer vision, natural language processing, speech recognition, and so on. You will build practical projects such as chatbots, implement reinforcement learning to build smart games, and develop expert systems for image captioning and processing. Popular Python library such as TensorFlow is used in this book to build the models. This book also covers solutions for different problems you might come across while training models, such as noisy datasets, small datasets, and more. This book does not assume any prior knowledge of

deep learning. By the end of this book, you will have a firm understanding of the basics of deep learning and neural network modeling, along with their practical applications. What you will learn Get to grips with the core concepts of deep learning and neural networks Set up deep learning library such as TensorFlow Fine-tune your deep learning models for NLP and Computer

Vision applications Unify different information sources, such as images, text, and speech through deep learning Optimize and fine-tune your deep learning models for better performance Train a deep reinforcement learning model that plays a game better than humans Learn how to make your models get the best out of your GPU or CPU Who this book is for Aspiring data scientists and machine

learning experts who have limited or no exposure to deep learning will find this book to be very useful. If you are looking for a resource that gets you up and running with the fundamentals of deep learning and neural networks, this book is for you. As the models in the book are trained using the popular Python-based libraries such as Tensorflow and Keras, it would be useful to have

sound programming knowledge of Python.

Docker and Kubernetes for Java Developers

Packt Publishing Ltd
A step-by-step introductory guide to mobile app development with App Inventor 2
About This Book Get an introduction to the functionalities of App Inventor 2 and use it to unleash your creativity
Learn to navigate the App Inventor platform, develop basic

coding skills and become familiar with a blocks based programming language
Build your very first mobile app and feel proud of your accomplishment
Follow tutorials to expand your app development skills
Who This Book Is For App Inventor 2 Essentials is for anyone who wants to learn to make mobile apps for Android devices - no prior coding experience is necessary.
What You Will Learn Perform

technical setup and navigate the App Inventor platform
Utilize the interactive development environment by pairing a mobile device with a computer using Wi-Fi or USB
Build three apps: a game, an event app and a raffle app
Create the user interface of the app in the Designer and program the code in the Blocks Editor
Integrate basic computer science principles

along with more complex elements such as fusion tables and lists. Test and troubleshoot your applications. Publish your apps on Google Play Store to reach a wide audience. Unleash your creativity for further app development. In Detail App Inventor 2 will take you on a journey of mobile app development. We begin by introducing you to the functionalities of App Inventor and giving you an

idea about the types of apps you can develop using it. We walk you through the technical set up so you can take advantage of the interactive development environment (live testing). You will get hands-on, practical experience building three different apps using tutorials. Along the way, you will learn computer science principles as well as tips to help you prepare for the creative

process of building an app from scratch. By the end of the journey, you will learn how to package an app and deploy it to app markets. App Inventor 2 Essentials prepares you to amass a resource of skills, knowledge and experience to become a mobile app developer. Style and approach: Every topic in this book is explained in step-by-step and easy-to-follow fashion, accompanied

with screenshots of the interface that will make it easier for you to understand the processes.

A Recipe Book : Sugar Free, Dairy Free, Gluten Free, Raw Superfood Chocolate, Made in Minutes

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This book is aimed at helping both newly trained and experienced mental health professionals become comfortable and adept in using hypnosis in their clinical

practice. Despite dramatic evidence of the effectiveness of hypnosis and its growing acceptance, only a small percentage of psychotherapists employ their hypnotherapy training in their practices. This under-use of hypnosis is due to exaggerated misconceptions about its power and the resultant performance anxiety therapists experience after their

training. This text is designed to address therapist performance anxiety surrounding the use of hypnosis by exploring the myths surrounding its power and therapeutic potential. The integration of a straightforward systematic hypnotic approach into therapeutic practice has value both in assessment and treatment. Using clinical anecdotes and personal experience,

the authors of Hypnosis in Clinical Practice explain induction style and trance work in a way that is fundamental and highly accessible.

Discover practical techniques and examples to create and deliver engaging games for Android and iOS, 2nd Edition Packt Publishing Ltd

“With futuristic homes on the rise, learn to control and automate the living space with intriguing

IoT projects.” About This Book Build exciting (six) end-to-end home automation projects with Raspberry Pi 3, Seamlessly communicate and control your existing devices and build your own home automation system, Automate tasks in your home through projects that are reliable and fun Who This Book Is For This book is for all those who are excited about building home automation systems with

Raspberry Pi 3. It's also for electronic hobbyists and developers with some knowledge of electronics and programming. What You Will Learn Integrate different embedded microcontrollers and development boards like Arduino, ESP8266, Particle Photon and Raspberry Pi 3, creating real life solutions for day to day tasks and home automation Create your

own magic mirror that lights up with useful information as you walk up to it Create a system that intelligently decides when to water your garden and then goes ahead and waters it for you Use the Wi-fi enabled Adafruit ESP8266 Huzzah to create your own networked festive display lights Create a simple machine learning application and build a parking automation

system using Raspberry Pi Learn how to work with AWS cloud services and connect your home automation to the cloud Learn how to work with Windows IoT in Raspberry Pi 3 and build your own Windows IoT Face Recognition door locking system In Detail Raspberry Pi 3 Home Automation Projects addresses the challenge of applying real-world projects to automate your house

using Raspberry Pi 3 and Arduino. You will learn how to customize and program the Raspberry Pi 3 and Arduino-based boards in several home automation projects around your house, in order to develop home devices that will really rejuvenate your home. This book aims to help you integrate different microcontrollers like Arduino, ESP8266 Wi-Fi module, Particle

Photon and Raspberry Pi 3 into the real world, taking the best of these boards to develop some exciting home automation projects. You will be able to use these projects in everyday tasks, thus making life easier and comfortable. We will start with an interesting project creating a Raspberry Pi-Powered smart mirror and move on to Automated

Gardening System, which will help you build a simple smart gardening system with plant-sensor devices and Arduino to keep your garden healthy with minimal effort. You will also learn to build projects such as CheerLights into a holiday display, a project to erase parking headaches with OpenCV and Raspberry Pi 3, create Netflix's "The Switch" for the living room

and lock down your house like Fort Knox with a Windows IoT face recognition-based door lock system. By the end of the book, you will be able to build and automate the living space with intriguing IoT projects and bring a new degree of interconnectivity to your world. Style and approach End to end home automation projects with Raspberry Pi 3.