

Learning Phalcon Php By Calin Rada

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BLANCHARD CORDOVA

Mastering Node.js Learning Phalcon PHP

Use the Latest Tools and Techniques to Troubleshoot and Repair Major Appliances, Microwaves, and Room Air Conditioners! Now covering both gas and electric appliances, the updated second edition of *Troubleshooting and Repairing Major Appliances* offers you a complete guide to the latest tools, techniques, and parts for troubleshooting and repairing any appliance. Packed with over 200 illustrations, the book includes step-by-step procedures for testing and replacing parts... instructions for reading wiring diagrams... charts with troubleshooting solutions... advice on using tools and test meters... safety techniques... and more. The second edition of *Troubleshooting and Repairing Major Appliances* features: Expert coverage of major appliances Cutting-edge guidance on appliance operation, testing and repairing, wiring, preventive maintenance, and tools and test meters New to this edition: information on both gas and electric appliances; 10 entirely new chapters; new illustrations throughout Inside This Updated Troubleshooting and Repair Manual • Fundamentals of Service: Selection, Purchase, and Installation of Appliances and Air Conditioners • Safety Precautions • Tools for Installation and Repair • Basic Techniques • Fundamentals of Electric, Electronic, and Gas Appliances, and Room Air Conditioners: Electricity • Electronics • Gas • Principles of Air Conditioning and Refrigeration • Electric, Electronic, and Gas Appliance Parts • Appliance Service, Installation, and Preventive Maintenance Procedures: Dishwashers • Garbage Disposers • Electric and Gas Water Heaters • Washers • Electric and Gas Dryers • Electric and Gas Ranges/Ovens • Microwave Ovens • Refrigerators and Freezers • Ice Makers • Room Air Conditioners

NHibernate 4.x Cookbook 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.

Test-Driven Java Development 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.

Advanced Analytics with R and Tableau Routledge

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 ControlAware 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.

Deep Learning with Theano 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 Tableau (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.

Build microservice-based cloud-native applications that dynamically scale Packt Publishing Ltd

Create amazing games with brilliant game play features using Unity 5.x About This Book* Become a Unity master by creating a practical, in-depth game-development project with Unity* Use advanced C# scripting to unlock the complete potential of Unity 5* Customize your own Unity 5 editor as per your game requirements Who This Book Is For If you are a Unity developer who now wants to develop and deploy interesting games by leveraging the new features of Unity 5.x, then this is a book you want. Basic knowledge of C# programming is assumed. What You Will Learn* Explore hands-on tasks and real-world scenarios to make a Unity horror adventure game* Create enemy characters that act intelligently and make reasoned decisions* Use data files to save and restore game data in a way that is platform-agnostic* Migrate your game to VR platforms* Use Navigation Meshes, Occlusion Culling, and the Profiler tools* Work confidently with GameObjects, Rotations, and Transformations* Understand specific gameplay features such as AI enemies, Inventory Systems, and Level Design In Detail Do you want to take the leap from an everyday Unity developer to a pro game developer? Well, look no further! This book is your one stop solution to creating mesmerizing games with life like features and amazing game play capabilities. In the process you will dive deep into the Unity architecture, create expansive game worlds, work with the Unity 5 rendering engine that will give your game that extra. You will create individual game components, use efficient animation techniques, and implement the collision and physics simulation engine to its fullest. By the end of the book, you will become a pro game developer who is confident enough to create his own advanced-level games.

Your hands-on guide to the fundamentals of deep learning and neural network modeling Packt Publishing Ltd

Leverage the lethal combination of Docker and Kubernetes to

automate deployment and management of Java applications About This Book Master using Docker and Kubernetes to build, deploy and manage Java applications in a jiff Learn how to create your own Docker image and customize your own cluster using Kubernetes Empower the journey from development to production using this practical guide. Who This Book Is For The book is aimed at Java developers who are eager to build, deploy, and manage applications very quickly using container technology. They need have no knowledge of Docker and Kubernetes. What You Will Learn Package Java applications into Docker images Understand the running of containers locally Explore development and deployment options with Docker Integrate Docker into Maven builds Manage and monitor Java applications running on Kubernetes clusters Create Continuous Delivery pipelines for Java applications deployed to Kubernetes In Detail Imagine creating and testing Java EE applications on Apache Tomcat Server or Wildfly Application server in minutes along with deploying and managing Java applications swiftly. Sounds too good to be true? But you have a reason to cheer as such scenarios are only possible by leveraging Docker and Kubernetes. This book will start by introducing Docker and delve deep into its networking and persistent storage concepts. You will then proceed to learn how to refactor monolith application into separate services by building an application and then packaging it into Docker containers. Next, you will create an image containing Java Enterprise Application and later run it using Docker. Moving on, the book will focus on Kubernetes and its features and you will learn to deploy a Java application to Kubernetes using Maven and monitor a Java application in production. By the end of the book, you will get hands-on with some more advanced topics to further extend your knowledge about Docker and Kubernetes. Style and approach An easy-to-follow, practical guide that will help Java developers develop, deploy, and manage Java applications efficiently. *Cloud-Native Applications in Java* Packt Publishing Ltd Discover the world of Full Stack Development with real-world examples. Key Features Leverage the full power of the JHipster platform to build complex web applications Create microservices from scratch and convert JHipster monolith apps into microservices Build and deploy applications locally, in Docker and on various cloud platforms. Book Description JHipster is a development platform to generate, develop, and deploy Spring Boot and Angular/React applications and Spring microservices. It provides you with a variety of tools that will help you quickly build modern web applications. This book will be your guide to building full stack applications with Spring and Angular using the JHipster tool set. You will begin by understanding what JHipster is and the various tools and technologies associated with it. You will learn the essentials of a full stack developer before getting hands-on and building a monolithic web application with JHipster. From here you will learn the JHipster Domain Language with entity modeling and entity creation using JDL and JDL studio. Moving on, you will be introduced to client side technologies such as Angular and Bootstrap and will delve into technologies such as Spring Security, Spring MVC, and Spring Data. You will learn to build and package apps for production with various deployment options such as Heroku and more. During the course of the book, you will be introduced to microservice server-side technologies and how to break your monolithic application with a database of your choice. Next, the book takes you through cloud deployment with microservices on Docker and Kubernetes. Going forward, you will learn to build your client side with React and master JHipster best practices. By the end of the book, you will be able to leverage the power of the best tools available to build modern web applications. What you will learn Build business logic by creating and developing entity models us the JHipster Domain Language Customize web applications with Angular, Bootstrap and Spring Tests and Continuous Integration with Jenkins Utilize the JHipster microservice stack, which includes Netflix Eureka, Spring Cloud config, HashiCorp Consul, and so on. Understand advanced microservice concepts such as API rout, load balancing, rate limit, circuit break, centralized configuration server, JWT authentication, and more Run microservices locally using Docker and Kubernetes (in production) Who this book is for This book will appeal to developers who would like to build modern web applications quickly. A basic knowledge of the Spring ecosystem would be an added advantage.

A Practical Guide John Wiley & Sons

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.

Infrastructure as Code (IAC) Cookbook McGraw Hill Professional

Become a developer superhero and build stunning cross-platform apps with Delphi About This Book A one-stop guide on Delphi to help you build cross-platform apps This book covers important concepts such as the FireMonkey library, shows you how to interact with the Internet of Things, and enables you to integrate with Cloud services The code is explained in detail with observations on how to create native apps for iOS and Android with a single code base Who This Book Is For If you want to create stunning applications for mobile, desktop, the cloud, and the Internet of Things, then this book is for you. This book is for developers who would like to build native cross-platform apps with a single codebase for iOS and Android. A basic knowledge of Delphi is assumed, although we do cover a primer on the language. What You Will Learn Understand the basics of Delphi and the FireMonkey application platform as well as the specifics of Android and iOS platforms Complete complex apps quickly with access to platform features and APIs using a single, easy-to-maintain code base Work with local data sources, including embedded SQL databases, REST servers, and Backend-as-a-Service providers Take full advantage of mobile hardware capabilities by working with sensors and Internet of Things gadgets and devices Integrate with cloud services and data using REST APIs and scalable multi-tier frameworks for outstanding multi-user and social experience Architect and deploy powerful mobile back-end services and get super-productive by leveraging Delphi IDE agile functionality Get to know the best practices for writing a high-quality, reliable, and maintainable codebase in the Delphi Object Pascal language In Detail Delphi is the most powerful Object Pascal IDE and component library for cross-platform native app development. It enables building natively compiled, blazingly fast apps for all major platforms including Android, iOS, Windows, Mac, and Linux. If you want to build server-side applications, create web services, and have clear GUIs for your project, then this book is for you. The book begins with a basic primer on Delphi helping you get accustomed to the IDE and the Object Pascal language and will then quickly move on to advanced-level concepts. Through this book, we'll help you understand the architecture of applications and will teach you the important concepts of the FireMonkey library, show you how to build server-side services, and enable you to interact with the Internet of Things. Towards the end, you will learn to integrate your app with various web services and deploy them. By the end of the book, you will be able to build powerful, cross-platform, native apps for iOS and Android with a single code base. Style and approach This book will help you build cross-platform mobile apps with Delphi using a step-by-step approach.

Unity 2020 Mobile Game Development Packt Publishing Ltd
If you are a system administrator with experience in network virtualization and want to develop computing networks for

deploying applications and servers, then this is the book for you. Knowledge of Linux operating systems and Docker is expected. **Build robust and scalable real-time server-side web applications efficiently** Packt Publishing Ltd
Highly available microservice-based web apps for Cloud with Java Key Features Take advantage of the simplicity of Spring to build a full-fledged application Let your applications run faster while generating smaller cloud service bills Integrate your application with various tools such as Docker and Elasticsearch and use specific tools in Azure and AWS Book Description Businesses today are evolving so rapidly that they are resorting to the elasticity of the cloud to provide a platform to build and deploy their highly scalable applications. This means developers now are faced with the challenge of building build applications that are native to the cloud. For this, they need to be aware of the environment, tools, and resources they're coding against. If you're a Java developer who wants to build secure, resilient, robust, and scalable applications that are targeted for cloud-based deployment, this is the book for you. It will be your one stop guide to building cloud-native applications in Java Spring that are hosted in On-prem or cloud providers - AWS and Azure The book begins by explaining the driving factors for cloud adoption and shows you how cloud deployment is different from regular application deployment on a standard data centre. You will learn about design patterns specific to applications running in the cloud and find out how you can build a microservice in Java Spring using REST APIs You will then take a deep dive into the lifecycle of building, testing, and deploying applications with maximum automation to reduce the deployment cycle time. Gradually, you will move on to configuring the AWS and Azure platforms and working with their APIs to deploy your application. Finally, you'll take a look at API design concerns and their best practices. You'll also learn how to migrate an existing monolithic application into distributed cloud native applications. By the end, you will understand how to build and monitor a scalable, resilient, and robust cloud native application that is always available and fault tolerant. What you will learn See the benefits of the cloud environment when it comes to variability, provisioning, and tooling support Understand the architecture patterns and considerations when developing on the cloud Find out how to perform cloud-native techniques/patterns for request routing, RESTful service creation, Event Sourcing, and more Create Docker containers for microservices and set up continuous integration using Jenkins Monitor and troubleshoot an application deployed in the cloud environment Explore tools such as Docker and Kubernetes for containerization and the ELK stack for log aggregation and visualization Use AWS and Azure specific tools to design, develop, deploy, and manage applications Migrate from monolithic architectures to a cloud native deployment Who this book is for Java developers who want to build secure, resilient, robust and scalable applications that are targeted for cloud based deployment, will find this book helpful. Some knowledge of Java, Spring, web programming and public cloud providers (AWS, Azure) should be sufficient to get you through the book.

Mastering Unity 5. X Packt Publishing Ltd

Over 90 practical, actionable recipes to automate, test, and manage your infrastructure quickly and effectively About This Book Bring down your delivery timeline from days to hours by treating your server configurations and VMs as code, just like you would with software code. Take your existing knowledge and skill set with your existing tools (Puppet, Chef, or Docker) to the next level and solve IT infrastructure challenges. Use practical recipes to use code to provision and deploy servers and applications and have greater control of your infrastructure. Who This Book Is For This book is for DevOps engineers and developers working in cross-functional teams or operations and would now switch to IAC to manage complex infrastructures. What You Will Learn Provision local and remote development environments with Vagrant Automate production infrastructures with Terraform, Ansible and Cloud-init on AWS, OpenStack, Google Cloud, Digital Ocean, and more Manage and test automated systems using Chef and Puppet Build, ship, and debug optimized Docker containers Explore the best practices to automate and test everything from cloud infrastructures to operating system configuration In Detail Infrastructure as Code (IAC) is a key aspect of the DevOps movement, and this book will show you how to transform the way you work with your infrastructure—by treating it as software. This book is dedicated to helping you discover the essentials of infrastructure automation and its related practices; the over 90 organized practical solutions will demonstrate how to work with some of the very best tools and cloud solutions. You will learn how to deploy repeatable infrastructures and services on AWS, OpenStack, Google Cloud, and Digital Ocean. You will see both Ansible and Terraform in action, manipulate the best bits from cloud-init to easily bootstrap instances, and simulate consistent environments locally or remotely using Vagrant. You will discover how to automate and test a range of system tasks using Chef or Puppet. You will also build, test, and debug various Docker containers having developers' interests in mind. This book will help you to use the right tools, techniques, and approaches to deliver working solutions for today's modern infrastructure challenges. Style and approach This is a recipe-based book that

allows you to venture into some of the most cutting-edge practices and techniques about IAC and solve immediate problems when trying to implement them.

Learn Node. Js by Building 6 Projects Pickle Partners Publishing

A comprehensive, easy-to-follow guide to creating complete Node apps and understanding how to build, deploy, and test your own apps. Key Features Entirely project-based and practical Explains the "Why" of Node.js features, not just the "how", providing you with a deep understanding and enabling you to easily apply concepts in your own applications Covers the full range of technologies around Node.js - NPM, version control with Git, and much more Book Description Learning Node.js Development is a practical, project-based book that provides you with all you need to get started as a Node.js developer. Node is a ubiquitous technology on the modern web, and an essential part of any web developers' toolkit. If you are looking to create real-world Node applications, or you want to switch careers or launch a side project to generate some extra income, then you're in the right place. This book has been written around a single goal—turning you into a professional Node developer capable of developing, testing, and deploying real-world production applications. Learning Node.js Development is built from the ground up around the latest version of Node.js (version 9.x.x). You'll be learning all the cutting-edge features available only in the latest software versions. This book cuts through the mass of information available around Node and delivers the essential skills that you need to become a Node developer. It takes you through creating complete apps and understanding how to build, deploy, and test your own Node apps. It maps out everything in a comprehensive, easy-to-follow package designed to get you up and running quickly. What you will learn Learn the fundamentals of Node Build apps that respond to user input Master working with servers Learn how to test and debug applications Deploy and update your apps in the real world Create responsive asynchronous web applications Who this book is for This book targets anyone looking to launch their own Node applications, switch careers, or freelance as a Node developer. You should have a basic understanding of JavaScript in order to follow this course.

Build nine projects by leveraging powerful frameworks such as Flask, Nameko, and Django 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.

Learning Apache Spark 2 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.

Explore patterns like CQRS and event sourcing to create scalable, maintainable, and testable microservices Packt Publishing Ltd. Develop deep neural networks in Theano with practical code examples for image classification, machine translation, reinforcement agents, or generative models. About This Book Learn Theano basics and evaluate your mathematical expressions faster and in an efficient manner. Learn the design patterns of deep neural architectures to build efficient and powerful networks on your datasets. Apply your knowledge to concrete fields such as image classification, object detection, chatbots, machine translation, reinforcement agents, or generative models. Who This Book Is For This book is intended to provide a full overview of deep learning. From the beginner in deep learning and artificial intelligence, to the data scientist who wants to become familiar with Theano and its supporting libraries, or have an extended understanding of deep neural nets. Some basic skills in Python programming and computer science will help, as well as skills in elementary algebra and calculus. What You Will Learn Get familiar with Theano and deep learning. Provide examples in supervised, unsupervised, generative, or reinforcement learning. Discover the main principles for designing efficient deep learning nets: convolutions, residual connections, and recurrent connections. Use Theano on real-world computer vision datasets, such as for digit classification and image classification. Extend the use of Theano to natural language processing tasks, for chatbots or machine translation. Cover artificial intelligence-driven strategies to enable a robot to solve games or learn from an environment. Generate synthetic data that looks real with generative modeling. Become familiar with Lasagne and Keras, two frameworks built on top of Theano. In Detail This book offers a complete overview of Deep Learning with Theano, a Python-based library that makes optimizing numerical expressions and deep learning models easy on CPU or GPU. The book provides some practical code examples

that help the beginner understand how easy it is to build complex neural networks, while more experienced data scientists will appreciate the reach of the book, addressing supervised and unsupervised learning, generative models, reinforcement learning in the fields of image recognition, natural language processing, or game strategy. The book also discusses image recognition tasks that range from simple digit recognition, image classification, object localization, image segmentation, to image captioning. Natural language processing examples include text generation, chatbots, machine translation, and question answering. The last example deals with generating random data that looks real and solving games such as in the Open-AI gym. At the end, this book sums up the best-performing nets for each task. While early research results were based on deep stacks of neural layers, in particular, convolutional layers, the book presents the principles that improved the efficiency of these architectures, in order to help the reader build new custom nets. Style and approach It is an easy-to-follow example book that teaches you how to perform fast, efficient computations in Python. Starting with the very basics-NumPy, installing Theano, this book will take you to the smooth journey of implementing Theano for advanced computations for machine learning and deep learning.

Pearson Custom Sociology 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 it is 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.

Learn to build augmented reality apps for Android, Unity, and the web with Google ARCore 1.0 Packt Publishing Ltd. Dialogue is often overlooked as a necessary and potent instrument in the novelist's repertoire. A novel can rise or fall on the strength of its dialogue. Superb dialogue can make a superb novel. F. Scott Fitzgerald wrote, "Action is character." George V. Higgins said, "Dialogue is character." They were both right, because dialogue is action. It comprises much, if not all, of the

clarifying drama of any novel. How much physical action can there be in 300 pages, even in a crime novel or a thriller? And all conflict, even physical, begins as dialogue. Hough explains how dialogue can reveal a character's nature as well as his or her defining impulses and emotions. He says there must be tension in every colloquy in fiction, and shows the reader ways to achieve it. Hough illustrates his precepts with examples from his own work and from that of the best modern writers of dialogue, including Cormac McCarthy, Kent Haruf, Joan Didion, Annie Proulx, Lee Smith, Elmore Leonard, George V. Higgins, William Kennedy and Howard Frank Mosher. He cites early 20th century writers who refined and advanced dialogue as an art form: Ernest Hemingway, Ring Lardner, Dorothy Parker, and William Saroyan. Hough's novel *Seen the Glory: A Novel of the Battle of Gettysburg* was praised by Lee Smith as containing "the best dialogue of the period I have ever read." Hough on Dialogue will give writers and aspiring writers a fresh look at one of the essential ingredients of their craft. Allworth Press, an imprint of Skyhorse Publishing, publishes a broad range of books on the visual and performing arts, with emphasis on the business of art. Our titles cover subjects such as graphic design, theater, branding, fine art, photography, interior design, writing, acting, film, how to start careers, business and legal forms, business practices, and more. While we don't aspire to publish a New York Times bestseller or a national bestseller, we are deeply committed to quality books that help creative professionals succeed and thrive. We often publish in areas overlooked by other publishers and welcome the author whose expertise can help our audience of readers.

Learning Spark SQL Simon and Schuster. Learn Phalcon interactively and build high performance web applications. About This Book Learn how to install and configure Phalcon PHP on your server. Develop a fully functional multi-module application with Phalcon PHP. A step-by-step guide with in-depth coverage of Phalcon and best practices. Who This Book Is For If you are a web developer and want to build effective web applications with Phalcon PHP, then this book is ideal for you. The book does not assume detailed knowledge of PHP frameworks. What You Will Learn Compile and install Phalcon from source code. Set up an MVC project and learn how to use the Dependency Injection (DI), configuration, and routing. Get to grips with Phalcon's ORM, ODM, validation and caching, and generate models using Phalcon Developer Tools. Create a command-line application from scratch. Write a fully functional REST module with Phalcon PHP. Use Volt as template engine to create your first views. Understand how session works and learn how to implement an authentication system. In Detail Phalcon is a full-stack PHP framework implemented as a C extension. Building applications with Phalcon will offer you lower resource consumption and high performance whether your application runs on a Linux machine or a Windows one. Phalcon is loosely coupled, allowing you to use its objects as glue components based on the needs of your application. Phalcon PHP's mission is to give you an advanced tool to develop faster websites and applications. This book covers the most common and useful parts of PhalconPHP, which will guide you to make the right decisions while developing a Phalcon-driven application. You will begin the journey by installing and setting up Phalcon for your environment followed by the development of each module. You will be introduced to Phalcon's ORM and ODM. Furthermore, you will also be able to create the first models and database architecture for your project. You will then cover command-line applications, API module, volt syntax, and hierarchical views. Installing and working with Node and Bower for assets management will also be covered. Finally, you will gain insights into creating the backoffice and frontend module along with best practices and resources for development with Phalcon PHP. By the end of this book, you will be able to confidently develop any kind of application using the Phalcon PHP framework in a short time. Style and approach This step-by-step guide will walk you through the fundamentals of Phalcon PHP. It will then help you to create a simple but fully functional news website and gain advanced knowledge of how Phalcon PHP works.