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Intelligent Data Analysis Deepak Gupta 2020-07-07 This book focuses on methods and tools for intelligent data analysis, aimed at narrowing the increasing gap between data gathering and data comprehension, and emphasis will also be given to solving of problems which result from automated data collection, such as analysis of computer-based patient records, data warehousing tools, intelligent alarming, effective and efficient monitoring, and so on. This book aims to describe the different approaches of Intelligent Data Analysis from a practical point of view: solving common life problems with data analysis tools.

iOS 12 App Development Essentials Neil Smyth 2018-10-31 iOS 12 App Development Essentials, the latest edition of this popular book series, has now been fully updated for the iOS 12 SDK, Xcode 10 and the Swift 4 programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an iOS development environment. An introduction to the architecture of iOS 12 and programming in Swift 4 is provided,

followed by an in-depth look at the design of iOS applications and user interfaces. More advanced topics such as file handling, database management, graphics drawing and animation are also covered, as are touch screen handling, gesture recognition, multitasking, location management, local notifications, camera access and video playback support. Other features are also covered including Auto Layout, local map search, user interface animation using UIKit dynamics, Siri integration, iMessage app development, CloudKit sharing and biometric authentication. Additional features of iOS development using Xcode are also covered, including Swift playgrounds, universal user interface design using size classes, app extensions, Interface Builder Live Views, embedded frameworks, collection and stack layouts and CloudKit data storage in addition to drag and drop integration and the document browser. The key new features of iOS 12 and Xcode 10 are also covered in detail, including Siri shortcuts and the new iOS machine learning features. The aim of this book, therefore, is to teach you the skills necessary to build your own apps for iOS 12. Assuming you are ready to download the iOS 12

SDK and Xcode 10, have an Intel-based Mac and ideas for some apps to develop, you are ready to get started.

Jumpstart! Apps Natalia Kucirkova 2016-08-08 This collection of engaging and simple to use activities will jumpstart students' learning and help the busy teacher to reinvigorate their teaching through the use of mobile apps and activities that can be used in the classroom. A wealth of practical activities and advice on how to incorporate over 40 lively and exciting apps into the classroom will enable teachers to deliver creative lessons. This essential guide focuses on a range of apps, including Skitch, QR codes, Comic Life, Do Ink Green Screen, Puppet Pals, Our Story and much more. This book offers much needed guidance on creative ways to integrate apps within the National Curriculum and how they can be incorporated into the teaching of Key Stages 1 and 2. Enabling teachers to deliver effective and imaginative lessons through the use of apps and providing links to a wide range of online resources, it covers all core areas of the curriculum: English, Maths, Science, Modern Foreign Languages, ICT, History, Geography and PE. Jumpstart! Apps is an essential classroom resource that will encourage creative and independent learning in children and is the perfect solution for helping teachers, teaching assistants and students integrate apps into their daily practice, make the most of technology at their disposal and deliver imaginative and effective lessons.

Cardboard VR Projects for Android Jonathan Linowes 2016-05-17 Develop mobile virtual reality apps using the native Google Cardboard SDK for Android About This Book Learn how to build practical applications for Google's popular DIY VR headset Build a reusable VR graphics engine on top of the Cardboard Java SDK and OpenGL ES graphics libraries The projects in this book will showcase a different aspect of Cardboard development—from 3D rendering to handling user input Who This Book Is For The book is for established Android developers with a good knowledge level of Java. No prior OpenGL or graphics knowledge is required. No prior experience with Google Cardboard is expected, but those who are familiar with Cardboard and are looking for projects to expand their knowledge can also benefit from this book. What You Will Learn Build Google Cardboard virtual reality applications Explore the ins and outs of the Cardboard SDK Java classes and interfaces, and apply them to practical VR projects Employ Android Studio, Android SDK, and the Java language in a straightforward manner Discover and use software development and Android best practices for mobile and Cardboard applications, including considerations for memory management and battery life Implement user interface techniques for menus and gaze-based selection within VR Utilize the science, psychology, mathematics, and technology behind virtual reality, especially those pertinent to mobile Cardboard VR experiences Understand Cardboard VR best practices including those promoted by Google Design Lab. In Detail Google Cardboard is a low-cost, entry-level media platform through which you can experience virtual reality and virtual 3D environments. Its applications are as broad and varied as mobile smartphone applications themselves. This book will educate you on the best practices and methodology needed to build effective, stable, and performant mobile VR applications. In this book, we begin by defining virtual reality (VR) and how Google Cardboard fits into the larger VR and Android ecosystem. We introduce the underlying scientific and technical principles behind VR, including geometry, optics, rendering, and mobile software architecture. We start with a simple example app that ensures your environment is properly set up to write, build, and run the app. Then we develop a reusable VR graphics engine that you can build upon. And from then on, each chapter is a self-contained project where you will build an example from a different genre of application, including a 360 degree photo viewer, an educational

simulation of our solar system, a 3D model viewer, and a music visualizer. Given the recent updates that were rolled out at Google I/O 2016, the authors of Cardboard VR Projects for Android have collated some technical notes to help you execute the projects in this book with Google VR Cardboard Java SDK 0.8, released in May 2016. Refer to the article at https://www.packtpub.com/sites/default/files/downloads/GoogleVRUpdateGuideforCardbook.pdf which explains the updates to the source code of the projects. Style and approach This project based guide is written in a tutorial-style project format, where you will learn by doing. It is accompanied by in-depth explanations and discussions of various technologies, and provides best practices and techniques.

New Perspectives in Software Engineering Jezreel Mejia

Beginning Windows Mixed Reality Programming Sean Ong 2017-07-25 Develop applications and experiences for Microsoft's HoloLens and other Windows mixed reality devices. This easy-to-follow guide removes the mystery behind creating amazing augmented reality experiences. Mixed reality development tools and resources are provided. Beginning Windows Mixed Reality Programming clearly explains all the nuances of mixed reality software development. You'll learn how to create 3D objects and holograms, interact with holograms using voice commands and hand gestures, use spatial mapping and 3D spatial sound, build with Microsoft's HoloToolkit, create intuitive user interfaces, and make truly awe-inspiring mixed reality experiences. Start building the holographic future today! What You Will Learn Prototype ideas quickly Get started with Unity, the preferred tool for animating 3D objects. Explore where to find 3D models for your project, or make your own! Use spatial sound, voice commands, and gestures Build with the HoloToolkit to make apps the easy way Publish to the Windows Store and make money from your app Who This Book Is For Programmers with little or no graphics or mixed reality experience

PhoneGap: Beginner's Guide Purusothaman Ramanujam 2015-07-28 Given the increase in usage of mobile devices, mobile app development is in huge demand. This book provides you with the skills you need to successfully create, develop, debug, and deploy a cross-platform mobile application with PhoneGap 5. The book starts with the basics of PhoneGap, covering setting up your development environment, creating a simple project, and debugging and deploying it to your mobile devices. By sequentially working through the sections in each chapter, you will quickly get to know about the available features of various mobile frameworks and the various PhoneGap plugins you can utilize to create your apps. You will then learn how to build a hybrid application using PhoneGap. Finally, by the end of the book, you will be able to implement the most common features of modern mobile apps and build rich, native-style applications.

Pro Android Flash Stephen Chin 2011-11-28 Did you know you can take your Flash skills beyond the browser, allowing you to make apps for Android, iOS and the BlackBerry Tablet OS? Build dynamic apps today starting with the easy-to-use Android smartphones and tablets. Then, take your app to other platforms without writing native code. Pro Android Flash is the definitive guide to building Flash and other rich Internet applications (RIAs) on the Android platform. It covers the most popular RIA frameworks for Android developers—Flash and Flex—and shows how to build rich, immersive user experiences on both Android smartphones and tablets. You'll learn how to incorporate multimedia, animation, and special effects into your apps for maximum visual appeal. You'll also cover advanced topics, including input methods, hardware inputs, deployment, and performance optimization.

Beginning Flash, Flex, and AIR Development for Mobile Devices Jermaine G. Anderson 2011-10-13

CNET Do-it-yourself Camera and Music Phone Projects Ari Hakkarainen 2007 Dial up the entertainment on your mobile phone Here's your chance to take the sound and vision of your mobile phone to new heights-with 24 easy-to-execute projects you may have never dreamed possible. Ever think you could listen to music and podcasts on your cell phone? You can! Ever think you could take digital photographs of superior quality with your home phone? Well, of course you can, and CNET Do-It-Yourself Camera and Music Phone Projects will show you how to do it all. Produced in conjunction with CNET.com, the place you go for the latest in tech and consumer electronics, and written by high-tech expert Ari Hakkarainen, this book leads you step by step through each project. If you've ever wanted to take photos with your mobile phone that would make professional shutterbugs jealous, or amp up the musical capabilities of your handheld, this indispensable how-to is just the book you need! Take higher quality photos Record home movies on your mobile phone Share your photos with family and friends without incurring network charges Download and listen to music and podcasts Save money by learning how to download free music and ringtones on your phone Record your own ringtones Watch TV on your phone And much more!

Swift 2 Blueprints Cecil Costa 2015-10-27 Sharpen your skills in Swift by designing and deploying seven fully functional applications About This Book Develop a variety of iOS-compatible applications that range from health and fitness to utilities using this project-based handbook Discover ways to make the best use of the latest features in Swift to build on a wide array of applications Follow step-by-step instructions to create Swift apps oriented for the real world Who This Book Is For If you are a competent iOS developer who wants to develop stunning applications with Swift, then this book is for you. Familiarity with Swift programming is assumed. What You Will Learn Get to grips with the basics of Xcode and Swift for application development Create a Photo Sharing application to capture an image, edit it using different features and share it via social media. Develop applications using the WatchKit and exchange data between iPhone and the Watch Use advanced features such as SpriteKit to build a game Install third-party Swift frameworks to improvise on your application development Discover how to simulate home automation with HomeKit Build an application to monitor the user's weight, heart rate and the number of steps for Health Historic Analysis Manipulate media using AVFoundation framework to merge audio and video. In Detail In this book, you will work through seven different projects to get you hands-on with developing amazing applications for iOS devices. We start off with a project that teaches you how to build a utility app using Swift. Moving on, we cover the concepts behind developing an entertainment or social networking related application, for example, a small application that helps you to share images, audio, and video files from one device to another. You'll also be guided through create a city information app with customized table views, a reminder app for the Apple Watch, and a game app using SpriteKit. By the end of this book, you will have the required skillset to develop various types of iOS applications with Swift that can run on different iOS devices. You will also be well versed with complex techniques that can be used to enhance the performance of your applications. Style and approach This book takes a step-by-step approach to help you build apps from scratch and learn the methodology to develop real-time applications using Swift.

iOS 8 Application Development in 24 Hours, Sams Teach Yourself John Ray 2015-03-06 In just 24 sessions of one hour

each, learn how to build powerful applications for today's hottest handheld devices: the iPhone and iPad! Using this book's straightforward, step-by-step approach, you'll master every skill and technology you need, from setting up your iOS development environment to building great user interfaces, sensing motion to writing multitasking applications. Each lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common iOS development tasks. Quizzes and Exercises help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. John Ray is currently serving as the Director of the Office of Research Information Systems at the Ohio State University. His many books include Using TCP/IP: Special Edition, Maximum Mac OS X Security, Mac OS X Unleashed, Teach Yourself Dreamweaver MX in 21 Days, and Sams Teach Yourself iOS 7 Application Development in 24 Hours. Printed in full color–figures and code appear as they do in Xcode Covers iOS 8 and up Learn to navigate the Xcode 6.x development environment Prepare your system and iDevice for efficient development Get started quickly with Apple's new language: Swift Test code using the new iOS Playground Understand the Model-View-Controller (MVC) development pattern Visually design and code interfaces using Xcode Storyboards, Segues, Exits, Image Slicing, and the iOS Object Library Use Auto Layout and Size Classes to adapt to different screen sizes and orientations Build advanced UIs with Tables, Split Views, Navigation Controllers, and more Read and write preferences and data, and create System Settings plug-ins Use the iOS media playback and recording capabilities Take photos and manipulate graphics with Core Image Sense motion, orientation, and location with the accelerometer, gyroscope, and GPS Integrate online services using Twitter, Facebook, Email, Web Views, and Apple Maps Create universal applications that run on both the iPhone and iPad Write background-aware multitasking applications Trace, debug, and monitor your applications as they run

Machine Learning Projects for Mobile Applications
Karthikeyan NG 2018-10-31 Bring magic to your mobile apps using TensorFlow Lite and Core ML Key FeaturesExplore machine learning using classification, analytics, and detection tasks.Work with image, text and video datasets to delve into real-world tasksBuild apps for Android and iOS using Caffe, Core ML and Tensorflow LiteBook Description Machine learning is a technique that focuses on developing computer programs that can be modified when exposed to new data. We can make use of it for our mobile applications and this book will show you how to do so. The book starts with the basics of machine learning concepts for mobile applications and how to get well equipped for further tasks. You will start by developing an app to classify age and gender using Core ML and Tensorflow Lite. You will explore neural style transfer and get familiar with how deep CNNs work. We will also take a closer look at Google's ML Kit for the Firebase SDK for mobile applications. You will learn how to detect handwritten text on mobile. You will also learn how to create your own Snapchat filter by making use of facial attributes and OpenCV. You will learn how to train your own food classification model on your mobile; all of this will be done with the help of deep learning techniques. Lastly, you will build an image classifier on your mobile, compare its performance, and analyze the results on both mobile and cloud using TensorFlow Lite with an RCNN. By the end of this book, you will not only have mastered the concepts of machine learning but also learned how to resolve problems faced while building powerful apps on mobiles using TensorFlow Lite, Caffe2, and Core ML. What you will learnDemystify the machine learning landscape on mobileAge

and gender detection using TensorFlow Lite and Core MLUse ML Kit for Firebase for in-text detection, face detection, and barcode scanningCreate a digit classifier using adversarial learningBuild a cross-platform application with face filters using OpenCVClassify food using deep CNNs and TensorFlow Lite on iOS Who this book is for Machine Learning Projects for Mobile Applications is for you if you are a data scientist, machine learning expert, deep learning, or AI enthusiast who fancies mastering machine learning and deep learning implementation with practical examples using TensorFlow Lite and CoreML. Basic knowledge of Python programming language would be an added advantage.

*Go H*ck Yourself* Bryson Payne 2022-01-18 Learn firsthand just how easy a cyberattack can be. Go H*ck Yourself is an eye-opening, hands-on introduction to the world of hacking, from an award-winning cybersecurity coach. As you perform common attacks against yourself, you'll be shocked by how easy they are to carry out—and realize just how vulnerable most people really are. You'll be guided through setting up a virtual hacking lab so you can safely try out attacks without putting yourself or others at risk. Then step-by-step instructions will walk you through executing every major type of attack, including physical access hacks, Google hacking and reconnaissance, social engineering and phishing, malware, password cracking, web hacking, and phone hacking. You'll even hack a virtual car! You'll experience each hack from the point of view of both the attacker and the target. Most importantly, every hack is grounded in real-life examples and paired with practical cyber defense tips, so you'll understand how to guard against the hacks you perform. You'll learn: • How to practice hacking within a safe, virtual environment • How to use popular hacking tools the way real hackers do, like Kali Linux, Metasploit, and John the Ripper • How to infect devices with malware, steal and crack passwords, phish for sensitive information, and more • How to use hacking skills for good, such as to access files on an old laptop when you can't remember the password • Valuable strategies for protecting yourself from cyber attacks You can't truly understand cyber threats or defend against them until you've experienced them firsthand. By hacking yourself before the bad guys do, you'll gain the knowledge you need to keep you and your loved ones safe.

Enterprise Augmented Reality Projects Jorge R. López Benito 2019-12-20 Design end-to-end AR solutions for domains such as marketing, retail, manufacturing, tourism, automation, and training Key Features Use leading AR development frameworks such as ARCore, ARKit, and Vuforia across key industries Identify the market potential of AR for designing visual solutions in different business sectors Build multi-platform AR projects for various platforms such as Unity, iOS, and Android Book Description Augmented reality (AR) is expanding its scope from just being used in mobile and game applications to enterprise. Different industries are using AR to enhance assembly line visualization, guide operators performing difficult tasks, attract more customers, and even improve training techniques. In this book, you'll gain comprehensive insights into different aspects of developing AR-based apps for six different enterprise sectors, focusing on market needs and choosing the most suitable tool in each case. You'll delve into the basics of Unity and get familiar with Unity assets, materials, and resources, which will help you build a strong foundation for working on the different AR projects covered in the book. You'll build real-world projects for various industries such as marketing, retail, and automation in a step-by-step manner. This will give you hands-on experience in developing your own industrial AR apps. While building the projects, you'll explore various AR frameworks used in the enterprise environment such as Vuforia, EasyAR, ARCore, and ARKit, and understand how they can be used by themselves or integrated into the Unity 3D engine to create AR markers, 3D

models, and components of an AR app. By the end of this book, you'll be well versed in using different commercial AR frameworks as well as Unity for building robust AR projects. What you will learn Understand the basics of Unity application development and C# scripting Learn how to use Android Studio along with ARCore and Sceneform to build AR prototypes for Android devices Enable AR experiences on the web with ARCore and WebAR Explore emerging AR authoring tools such as Augmented Class! for education Understand the differences and similarities between handheld and head-mounted display (HMD) environments and how to build an app for each target Become well versed in using Xcode with ARKit and SceneKit to develop AR portals for iOS devices Who this book is for This book is for anyone interested in emerging and interactive technologies or looking to build AR applications for any domain. Although, no prior augmented reality experience is required, having some skills in object-oriented programming (OOP) will be helpful.

The New Landscape of Mobile Learning Charles Miller 2014-02-24 The New Landscape of Mobile Learning is the first book to provide a research based overview of the largely untapped array of potential tools that m-Learning offers educators and students in face-to-face, hybrid, and distance education. This cutting edge guide provides: • An essential explanation of the emergence and role of Apps in education • Design guidelines for educational Apps • Case studies and student narratives from across the US describing successful App integration into both K-12 and Higher Education • Robust, research-based evaluation criteria for educational Apps Although many believe that Apps have the potential to create opportunities for transformative mobile education, a disparity currently exists between the individuals responsible for creating Apps (i.e. developers who often have little to no instructional experience) and the ultimate consumers in the classroom (i.e. K-20 educators

and students). The New Landscape of Mobile Learning bridges this gap by illuminating critical design, integration, and evaluation narratives from leaders in the instructional design, distance education, and mobile learning fields.

Building Android Projects with Kotlin Pankaj Kumar 2022-09-08 Start your journey in this exciting Android app development world KEY FEATURES ● Start your Kotlin adventure from the very fundamentals to sophisticated Android programming. ● Experience live coding of a video application, game design, and chat application. ● Explore the Android framework, app creation, testing, and publication to the Google Play store. DESCRIPTION As an ambitious Kotlin programmer or Android developer, are you frequently baffled by the options available to do a specific task? Or why a single solution is superior to the others for doing this Android task? And most importantly, how can you do Kotlin programming employing this superior alternative? The book 'Building Android Projects with Kotlin' teaches you all you need to know to create an incredible Android application. It describes the fundamentals of Android, its components, and their purposes. This book also emphasizes the significance of clean code, modular code writing, and architectural patterns. It teaches the reader how to analyze the performance of a layout, how to select the best picture format and the fundamentals of multiscreen application development. This book discusses the creation of chat applications, video-sharing applications, and video games. The book will discuss best practices, libraries, functional requirement collecting, and feature development while constructing and explaining the functionalities of these applications. A range of topics like Android fundamentals, layout and image optimization, practical development tools, writing clean code, multiscreen app development, creating chat apps, video sharing applications, and games will be learned throughout this book. WHAT YOU WILL LEARN ● Develop the ability to write well-structured programs

and modular codes. ● Workaround ExoPlayer, Notifications, RecyclerView, ToolBar, Unity, Jetpack components, etc. ● Explore and use Memory analyzer, Database analyzer, Logcat, and Layout Inspector. ● Examine the design patterns and performance of various layout designs and optimize accordingly. ● Create different designs for mobile and tablets in the same application. WHO THIS BOOK IS FOR Aspiring Android developers, Kotlin programmers, and mobile developers would benefit from reading this book by improving their writing skills and fully utilizing the benefits of Kotlin in their application development. However, before reading this book, it would be beneficial to know Kotlin. TABLE OF CONTENTS 1. Creating Hello World Project 2. Basics of Android Components 3. Architecture Patterns 4. Developing Chat Application 5. Publishing the Application 6. Developing Video Sharing Application 7. Introduction to Game Development 8. Development of the First Game 9. Adding Support for Big Screens 10. Introducing Important Tools/Libs for Android

Xamarin.Forms Projects Johan Karlsson 2018-12-27 Explore Xamarin.Forms to develop dynamic applications Key FeaturesExplore SQLite through Xamarin to store locations for various location-based applicationsMake a real-time serverless chat service by using Azure SignalR serviceBuild Augmented Reality application with the power of UrhoSharp together with ARKit and ARCore Book Description Xamarin.Forms is a lightweight cross-platform development toolkit for building applications with a rich user interface. In this book you'll start by building projects that explain the Xamarin.Forms ecosystem to get up and running with building cross-platform applications. We'll increase in difficulty throughout the projects, making you learn the nitty-gritty of Xamarin.Forms offerings. You'll gain insights into the architecture, how to arrange your app's design, where to begin developing, what pitfalls exist, and how to avoid them. The book contains seven real-world projects, to get you hands-on with building rich UIs and providing a truly cross-platform experience. It will also guide you on how to set up a machine for Xamarin app development. You'll build a simple to-do application that gets you going, then dive deep into building advanced apps such as messaging platform, games, and machine learning, to build a UI for an augmented reality project. By the end of the book, you'll be confident in building cross-platforms and fitting Xamarin.Forms toolkits in your app development. You'll be able to take the practice you get from this book to build applications that comply with your requirements. What you will learnSet up a machine for Xamarin developmentGet to know about MVVM and data bindings in Xamarin.FormsUnderstand how to use custom renderers to gain platform-specific accessDiscover Geolocation services through Xamarin EssentialsCreate an abstraction of ARKit and ARCore to expose as a single API for the game Learn how to train a model for imageclassification with Azure Cognitive ServicesWho this book is for This book is for mobile application developers who want to start building native mobile apps using the powerful Xamarin.Forms and C#. Working knowledge of C#, .NET, and Visual Studio is required.

Mastering OpenCV with Practical Computer Vision Projects Daniel Lélis Baggio 2012-12-03 Each chapter in the book is an individual project and each project is constructed with step-by-step instructions, clearly explained code, and includes the necessary screenshots. You should have basic OpenCV and C/C++ programming experience before reading this book, as it is aimed at Computer Science graduates, researchers, and computer vision experts widening their expertise.

Build Windows 8 Apps with Microsoft Visual C++ Step by Step Luca Regnicoli 2013-04-15 Your hands-on, step-by-step

guide to building Windows 8 apps with Microsoft Visual C++ Teach yourself how to build Windows 8 applications using the Visual C++ language—one step at a time. Ideal for those with intermediate to advanced C++ development skills, this tutorial provides practical, learn-by-doing exercises for creating apps that can adapt to different screen sizes—including desktop and laptop computers, tablets, and slates. Discover how to: Build apps using Windows 8 design guidelines Explore the Windows 8 application architecture Apply tools and libraries from Microsoft Visual Studio and the Windows 8 SDK Use XAML to create touch-optimized user interfaces Create apps that make use of device sensors Manage the Windows 8 application lifecycle Prepare your app for the Windows Store

Information Technology Project Management, Revised Kathy Schwalbe 2013-09-09 Discover exciting behind-the-scenes opportunities and challenges in technology today with Schwalbe's unique INFORMATION TECHNOLOGY PROJECT MANAGEMENT, REVISED 7E. This one-of-a-kind book demonstrates the principles distinctive to managing information technology (IT) projects that extend well beyond standard project management requirements. No book offers more up-to-the minute insights and software tools for IT project management success, including updates that reflect the latest PMBOK Guide, 5th edition, the global standard for managing projects and earning certification. The book weaves today's theory with successful practices for an understandable, integrated presentation that focuses on the concepts, tools, and techniques that are most effective today. INFORMATION TECHNOLOGY PROJECT MANAGEMENT is the only book to apply all ten project management knowledge areas to IT projects. You master skills in project integration, scope, time, cost, quality, human resource, communications, risk, procurement, and stakeholder management as well as all five process groups--initiating,

planning, executing, monitoring and controlling, and closing. Intriguing examples from familiar companies featured in today's news, a new Agile case, opportunities with MindView software, and a new chapter on project stakeholder management further ensure you are equipped to manage information technology projects with success. The REVISED Seventh Edition has updated Appendix A for Microsoft Project 2013. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Android Programming Concepts Trish Cornez 2015-10 Using a hands-on, student-friendly approach, Android Programming Concepts provides a comprehensive foundation for the development of mobile applications for devices and tablets powered by Android. This text explores Android Java and the Android SDK, the implementation of interactivity using touchscreen gesture detection and sensors, and current concepts and techniques for constructing mobile apps that take advantage of the latest Android features. Each chapter features a collection of well-designed and classroom tested labs that provide clear guidance of Android concepts. Each lab is geared toward one or two specific Android concepts, which eliminated distractions and gives the reader better focus on the concepts at hand.

Springer Handbook of Atmospheric Measurements Thomas Foken 2021 This practical handbook provides a clearly structured, concise and comprehensive account of the huge variety of atmospheric and related measurements relevant to meteorologists and for the purpose of weather forecasting and climate research, but also to the practitioner in the wider field of environmental physics and ecology. The Springer Handbook of Atmospheric Measurements is divided into six parts: The first part offers instructive descriptions of the basics of atmospheric measurements and the multitude of their influencing factors,

fundamentals of quality control and standardization, as well as equations and tables of atmospheric, water, and soil quantities. The subsequent parts present classical in-situ measurements as well as remote sensing techniques from both ground-based as well as airborn or satellite-based methods. The next part focusses on complex measurements and methods that integrate different techniques to establish more holistic data. Brief discussions of measurements in soils and water, at plants, in urban and rural environments and for renewable energies demonstrate the potential of such applications. The final part provides an overview of atmospheric and ecological networks. Written by distinguished experts from academia and industry, each of the 64 chapters provides in-depth discussions of the available devices with their specifications, aspects of quality control, maintenance as well as their potential for the future. A large number of thoroughly compiled tables of physical quantities, sensors and system characteristics make this handbook a unique, universal and useful reference for the practitioner and absolutely essential for researchers, students, and technicians.

Foreign Trade Statistics of Pakistan Pakistan. Statistics Division 2002

Intelligent Mobile Projects with TensorFlow Jeff Tang 2018-05-22 Create Deep Learning and Reinforcement Learning apps for multiple platforms with TensorFlow Key Features Build TensorFlow-powered AI applications for mobile and embedded devices Learn modern AI topics such as computer vision, NLP, and deep reinforcement learning Get practical insights and exclusive working code not available in the TensorFlow documentation Book Description As a developer, you always need to keep an eye out and be ready for what will be trending soon, while also focusing on what's trending currently. So, what's better than learning about the integration of the best of both worlds, the present and the future? Artificial Intelligence (AI) is widely regarded as the next big thing after mobile, and Google's TensorFlow is the leading open source machine learning framework, the hottest branch of AI. This book covers more than 10 complete iOS, Android, and Raspberry Pi apps powered by TensorFlow and built from scratch, running all kinds of cool TensorFlow models offline on-device: from computer vision, speech and language processing to generative adversarial networks and AlphaZero-like deep reinforcement learning. You'll learn how to use or retrain existing TensorFlow models, build your own models, and develop intelligent mobile apps running those TensorFlow models. You'll learn how to quickly build such apps with step-by-step tutorials and how to avoid many pitfalls in the process with lots of hard-earned troubleshooting tips. What you will learn Classify images with transfer learning Detect objects and their locations Transform pictures with amazing art styles Understand simple speech commands Describe images in natural language Recognize drawing with Convolutional Neural Network and Long Short-Term Memory Predict stock price with Recurrent Neural Network in TensorFlow and Keras Generate and enhance images with generative adversarial networks Build AlphaZero-like mobile game app in TensorFlow and Keras Use TensorFlow Lite and Core ML on mobile Develop TensorFlow apps on Raspberry Pi that can move, see, listen, speak, and learn Who this book is for If you're an iOS/Android developer interested in building and retraining others' TensorFlow models and running them in your mobile apps, or if you're a TensorFlow developer and want to run your new and amazing TensorFlow models on mobile devices, this book is for you. You'll also benefit from this book if you're interested in TensorFlow Lite, Core ML, or TensorFlow on Raspberry Pi.

Apple Augmented Reality by Tutorials (First Edition) raywenderlich Tutorial Team 2020-11-20 Learn Augmented

Reality!Augmented reality is going to be the next big thing - there's absolutely no doubt about it. If you want to build realistic and immersive AR experiences for the Apple platform, this book is your golden ticket.Apple Augmented Reality by Tutorials is the easiest and fastest way to get hands-on experience using Apple frameworks and technologies like Reality Composer, RealityKit, and ARKitWho This Book Is ForThis book is for beginner to intermediate iOS developers who already know the basics of Swift development and are looking to build immersive AR experiences for the Apple platform.Topics Covered in Apple AR by TutorialsAR Quick Look: Discover how to integrate AR Quick Look into your apps to give them some cool AR superpowers.Reality Composer & Reality Files: Find out how to leverage the power of Reality Composer to create interactive AR-based experiences.Reality Converter & PBR Materials: Discover how PBR materials can add a level of realism to your AR objects, and how to use Reality Converter to convert, view & customize USDZ content.RealityKit: Learn to set up and use RealityKit to build a face-based augmented reality app.Facial Blend Shapes: Build a fully interactive augmented reality face mask that reacts to your facial expressions using blend shapes.ARKit: Get a complete introduction to ARKit, Apple's framework for creating fully interactive augmented reality, and learn about the different types of rendering options available with ARKit.Raycasting & Physics: Learn about raycasting, 2D hit-testing and the SpriteKit physics engine as you add more features and functionality to your game.ECS & Collaborative Experiences: Build a collaborative AR experience and learn how to create and manage a multipeer connection.After reading this book, you'll have a deep understanding of the technologies and frameworks used to create powerful, immersive AR experiences for the Apple platform.

The iMovie '11 Project Book Jeff Carlson 2011-05-05 Sometimes its the best stuff that gets left out of books on consumer applications. Not with the iMovie Project Book! This book delivers the cool stuff in a fun and engaging format. It jumps over the manual part of what's covered in most books to get right to tips, projects, and how to be productive. The book starts off with a chapter on the essentials and then gets into the captivating cool stuff. To grab readers' attention and direct them to valuable information the book has many entry points for the reader on each page, such as tips and notes. Fun, engaging, lively, and information-rich, this project book is designed for a new generation of learners who want to move past boring text heavy documentation and build knowledge effortlessly.

iPhone iOS 4 Development Essentials Neil Smyth 2011-02-15

Android Things Projects Francesco Azzola 2017-06-30 Develop smart Internet of things projects using Android Things. About This Book Learn to build promising IoT projects with Android Things Make the most out of hardware peripherals using standard Android APIs Build enticing projects on IoT, home automation, and robotics by leveraging Raspberry Pi 3 and Intel Edison Who This Book Is For This book is for Android enthusiasts, hobbyists, IoT experts, and Android developers who want to gain a deeper knowledge of Android Things. The main focus is on implementing IoT projects using Android Things. What You Will Learn Understand IoT ecosystem and the Android Things role See the Android Things framework: installation, environment, SDK, and APIs See how to effectively use sensors (GPIO and I2C Bus) Integrate Android Things with IoT cloud platforms Create practical IoT projects using Android Things Integrate Android Things with other systems using standard IoT protocols Use Android Things in IoT projects In Detail Android Things makes developing connected embedded devices easy by providing the same Android development tools, best-in-class Android framework, and Google APIs that make developers successful on

mobile. With this book, you will be able to take advantage of the new Android framework APIs to securely build projects using low-level components such as sensors, resistors, capacitors, and display controllers. This book will teach you all you need to know about working with Android Things through practical projects based on home automation, robotics, IoT, and so on. We'll teach you to make the most of the Android Things and build enticing projects such as a smart greenhouse that controls the climate and environment automatically. You'll also create an alarm system, integrate Android Things with IoT cloud platforms, and more. By the end of this book, you will know everything about Android Things, and you'll have built some very cool projects using the latest technology that is driving the adoption of IoT. You will also have primed your mindset so that you can use your knowledge for profitable, practical projects. Style and approach This book is packed with fun-filled, end-to-end projects that you will be encouraged to experiment on the Android Things OS.

Beginning Windows Phone App Development Henry Lee 2012-06-10 Microsoft's Windows Phone 7 handsets have injected a new vibrancy into the smartphone marketplace and provided bold new opportunities for the Microsoft development community. Take advantage of these opportunities with Beginning Windows Phone App Development, written specifically to help you learn the skills you'll need to develop rich, functional apps for the Windows Phone 7 platform. Authors Henry Lee and Eugene Chuvyrov cover the very latest developments in the field—including the extended APIs offered in the new Mango platform update—so you'll have timely, accurate information at your fingertips. Beginning Windows Phone App Development starts with the basics, walking you through the process of downloading and setting up the right development tools, including Visual Studio,Expression Blend, Silverlight SDK, and Windows Phone SDK. It then takes you step-by-step though the

development process as you build and deploy a working application, complete with a sophisticated user interface. Finally, you'll receive step-by-step instructions on packaging and selling your applications through the Windows Phone Marketplace.

iPad 2 All-in-One For Dummies Nancy C. Muir 2012-01-09

Learning Agile Andrew Stellman 2014-11-12 Learning Agile is a comprehensive guide to the most popular agile methods, written in a light and engaging style that makes it easy for you to learn. Agile has revolutionized the way teams approach software development, but with dozens of agile methodologies to choose from, the decision to "go agile" can be tricky. This practical book helps you sort it out, first by grounding you in agile's underlying principles, then by describing four specific—and well-used—agile methods: Scrum, extreme programming (XP), Lean, and Kanban. Each method focuses on a different area of development, but they all aim to change your team's mindset—from individuals who simply follow a plan to a cohesive group that makes decisions together. Whether you're considering agile for the first time, or trying it again, you'll learn how to choose a method that best fits your team and your company. Understand the purpose behind agile's core values and principles Learn Scrum's emphasis on project management, self-organization, and collective commitment Focus on software design and architecture with XP practices such as test-first and pair programming Use Lean thinking to empower your team, eliminate waste, and deliver software fast Learn how Kanban's practices help you deliver great software by managing flow Adopt agile practices and principles with an agile coach

Flutter Projects Simone Alessandria 2020-04-07 Learn Flutter and the Dart programming language by building impressive real-world mobile applications for Android and iOS Key FeaturesLearn

cross-platform mobile development with Flutter and Dart by building 11 real-world appsCreate wide array of mobile projects such as 2D game, productivity timer, movie browsing app, and morePractical projects demonstrating Flutter development techniques with tips, tricks, and best practicesBook Description Flutter is a modern reactive mobile framework that removes a lot of the complexity found in building native mobile apps for iOS and Android. With Flutter, developers can now build fast and native mobile apps from a single codebase. This book is packed with 11 projects that will help you build your own mobile applications using Flutter. It begins with an introduction to Dart programming and explains how it can be used with the Flutter SDK to customize mobile apps. Each chapter contains instructions on how to build an independent app from scratch, and each project focuses on important Flutter features.From building Flutter Widgets and applying animations to using databases (SQLite and sembast) and Firebase, you'll build on your knowledge through the chapters. As you progress, you'll learn how to connect to remote services, integrate maps, and even use Flare to create apps and games in Flutter. Gradually, you'll be able to create apps and games that are ready to be published on the Google Play Store and the App Store. In the concluding chapters, you'll learn how to use the BLoC pattern and various best practices related to creating enterprise apps with Flutter. By the end of this book, you will have the skills you need to write and deliver fully functional mobile apps using Flutter. What you will learnDesign reusable mobile architectures that can be applied to apps at any scaleGet up to speed with error handling and debugging for mobile application developmentApply the principle of 'composition over inheritance' to break down complex problems into many simple problemsUpdate your code and see the results immediately using Flutter's hot reloadIdentify and prevent bugs from reappearing with Flutter's developer toolsManage an app's state with Streams and the BLoC patternBuild a simple web application using Flutter

WebWho this book is for This book is for mobile developers and software developers who want to learn Flutter to build state-of-the-art mobile apps. Although prior experience with Dart programming or Flutter is not required, knowledge of object-oriented programming (OOP), data structures and software design patterns will be beneficial.

Mobile Deep Learning with TensorFlow Lite, ML Kit and Flutter Anubhav Singh 2020-04-06 Learn how to deploy effective deep learning solutions on cross-platform applications built using TensorFlow Lite, ML Kit, and Flutter Key FeaturesWork through projects covering mobile vision, style transfer, speech processing, and multimedia processingCover interesting deep learning solutions for mobileBuild your confidence in training models, performance tuning, memory optimization, and neural network deployment through every projectBook Description Deep learning is rapidly becoming the most popular topic in the mobile app industry. This book introduces trending deep learning concepts and their use cases with an industrial and application-focused approach. You will cover a range of projects covering tasks such as mobile vision, facial recognition, smart artificial intelligence assistant, augmented reality, and more. With the help of eight projects, you will learn how to integrate deep learning processes into mobile platforms, iOS, and Android. This will help you to transform deep learning features into robust mobile apps efficiently. You'll get hands-on experience of selecting the right deep learning architectures and optimizing mobile deep learning models while following an application oriented-approach to deep learning on native mobile apps. We will later cover various pre-trained and custom-built deep learning model-based APIs such as machine learning (ML) Kit through Firebase. Further on, the book will take you through examples of creating custom deep learning models with TensorFlow Lite. Each project will demonstrate how to integrate deep learning libraries into your mobile apps, right

from preparing the model through to deployment. By the end of this book, you'll have mastered the skills to build and deploy deep learning mobile applications on both iOS and Android. What you will learnCreate your own customized chatbot by extending the functionality of Google AssistantImprove learning accuracy with the help of features available on mobile devicesPerform visual recognition tasks using image processingUse augmented reality to generate captions for a camera feedAuthenticate users and create a mechanism to identify rare and suspicious user interactionsDevelop a chess engine based on deep reinforcement learningExplore the concepts and methods involved in rolling out production-ready deep learning iOS and Android applicationsWho this book is for This book is for data scientists, deep learning and computer vision engineers, and natural language processing (NLP) engineers who want to build smart mobile apps using deep learning methods. You will also find this book useful if you want to improve your mobile app's user interface (UI) by harnessing the potential of deep learning. Basic knowledge of neural networks and coding experience in Python will be beneficial to get started with this book.

Xamarin.Forms Projects Daniel Hindrikes 2020-06-19 Xamarin.Forms Projects is a project-based guide that enables you to build effective mobile applications from the ground up using seven real-world examples. Starting with simpler projects to help you get up and running with the framework, the book explores all the components of Xamarin.Forms and takes you through to building complex projects ...

iOS 7 App Development Essentials Neil Smyth 2013-09-27 Beginning with the basics, this book provides an outline of the steps necessary to set up an iOS development environment. An introduction to the architecture of iOS 7 and programming in Objective-C is provided, followed by an in-depth look at the

design of iOS applications and user interfaces. More advanced topics such as file handling, database management, in-app purchases, graphics drawing and animation are also covered, as are touch screen handling, gesture recognition, multitasking, iAds integration, location management, local notifications, camera access and video and audio playback support. Other features are also covered including Auto Layout, Twitter and Facebook integration, event reminders, App Store hosted in-app purchase content, collection views and much more. New features of iOS 7 are also covered, including Sprite Kit-based game development, local map search and user interface animation using UIKit dynamics. Fully updated for iOS 7 and Xcode 5, the aim of this book, therefore, is to teach you the skills necessary to build your own apps for iOS 7. Assuming you are ready to download the iOS 7 SDK and Xcode, have an Intel-based Mac and some ideas for some apps to develop, you are ready to get started.

iOS 10 App Development Essentials Neil Smyth 2016-10-28

Unity Virtual Reality Projects Jonathan Linowes 2018-05-24 Explore the latest features of Unity 2018 to create immersive VR projects for Oculus Rift, HTC Vive, Daydream and Gear VR Key Features A project-based guide to teach you how to develop immersive and fun VR applications using Unity 3D Build experiences with interactable objects, physics, UI, animations, C# scripting, and other Unity features Explore the world of VR by building experiences such as diorama, first-person characters, 360-degree projections, social VR, audio fireball game, and VR storytelling Book Description Unity has become the leading platform for building virtual reality games, applications, and experiences for this new generation of consumer VR devices. Unity Virtual Reality Projects walks you through a series of hands-on tutorials and in-depth discussions on using the Unity game engine to develop VR applications. With its practical and

project-based approach, this book will get you up to speed with the specifics of VR development in Unity. You will learn how to use Unity to develop VR applications that can be experienced with devices such as Oculus, Daydream, and Vive. Among the many topics and projects, you will explore gaze-based versus hand-controller input, world space UI canvases, locomotion and teleportation, software design patterns, 360-degree media, timeline animation, and multiplayer networking. You will learn about the Unity 3D game engine via the interactive Unity Editor, and you will also learn about C# programming. By the end of the book, you will be fully equipped to develop rich, interactive VR experiences using Unity. What you will learn Create 3D scenes with Unity and other 3D tools while learning about world space and scale Build and run VR applications for specific headsets, including Oculus, Vive, and Daydream Interact with virtual objects using eye gaze, hand controllers, and user input events Move around your VR scenes using locomotion and teleportation Implement an audio fireball game using physics and particle systems Implement an art gallery tour with teleportation and data info Design and build a VR storytelling animation with a soundtrack and timelines Create social VR experiences with Unity networking Who this book is for If you're a non-programmer unfamiliar with 3D computer graphics, or experienced in both but new to virtual reality, and are interested in building your own VR games or applications, then this book is for you. Any experience in Unity is an advantage.

Social-Emotional Learning Using Makerspaces and Passion Projects Julie Darling 2022-01-28 Social-Emotional Learning Using Makerspaces and Passion Projects is chock-full of meaningful projects that educators can use to teach social-emotional skills in grades 3-6. The projects show students how to create a digital calming room, prototype an inclusive playground, and make recycled cards with paper circuits to spread kindness.

They also teach young makers how to focus on self-regulation and self-care, engage in community outreach by helping struggling families, and tell their own stories using podcasting and green screening. In addition, the book provides teachers with helpful strategies for scaffolding passion projects, funding a makerspace, and tips for building community and celebrating diversity. With the engaging ideas in this book, educators will be able to help their students build direct connections to social awareness, relationship skills, responsible decision-making, self-management, and self-awareness (CASEL's SEL Framework).

The Best Camera Is The One That's With You Chase Jarvis 2009-09-18 A beacon of creativity with boundless energy, Chase Jarvis is well known as a visionary photographer, director, and social artist. In The Best Camera Is The One That's With You, Chase reimagines, examines, and redefines the intersection of art and popular culture through images shot with his iPhone. The pictures in the book, all taken with Chase's iPhone, make up a visual notebook—a photographic journal—from the past year of his life. The book is full of visually-rich iPhone photos and peppered with inspiring anecdotes. Two megapixels at a time, these images have been gathered and bound into a book that represents a stake in the ground. With it, Chase underscores the idea that an image can come from any camera, even a mobile phone. As Chase writes, "Inherently, we all know that an image isn't measured by its resolution, dynamic range, or anything technical. It's measured by the simple—sometimes profound, other times absurd or humorous or whimsical—effect that it can have upon us. If you can see it, it can move you." This book is geared to inspire everyone, regardless of their level of photography knowledge, that you can capture moments and share them with our friends, families, loved ones, or the world at the press of a button. Readers of The Best Camera Is The One That's With You will also enjoy the iPhone application Chase Jarvis

created in conjunction with this book, appropriately named Best Camera. Best Camera has a unique set of filters and effects that can be applied at the touch of a button. Stack them. Mix them. Remix them. Best Camera also allows you to share directly to a host of social marketing sites via www.thebestcamera.com, a new online community that allows you to contribution to a living, breathing gallery of the best iPhone photography from around the globe. Together, the book, app, and website, represent a first-of-its-kind ecosystem dedicated to encouraging creativity through picture taking with the camera that you already have. The Best Camera Is The One That's With You—shoot!