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When a 95-year-old man walks into a recruiting office in 1942 determined to enlist and claiming to be the one and only Jesse James, the wildest story the West has never known begins, in an exciting new twist on the legend of the notorious outlaw who just might not have died on that fateful April 3, 1882. Original.

Design and build fantastic projects and devices using the Arduino platform About This Book Explore the different sensors that can be used to improve the functionality of the Arduino projects Program networking modules in conjunction with Arduino to make smarter and more communicable devices A practical guide that shows you how to utilize Arduino to create practical, useful projects Who This Book Is For This book is an ideal choice for hobbyists or professionals who want to create quick and easy projects with Arduino. As a prerequisite, readers must have a working Arduino system and some programming background, ideally in C/C++. Basic knowledge of Arduino is helpful but not required to follow along with this book. What You Will Learn Understand and utilize the capabilities of the Arduino Integrate sensors to gather environmental data and display this information in meaningful ways Add modules such as Bluetooth and Wi-Fi that allow the Arduino to communicate and send data between devices Create simple servers to allow communication to occur Build automated projects including robots while learning complex algorithms to mimic biological locomotion Implement error handling to make programs easier to debug and look more professional Integrate powerful programming tools and software such as Python and Processing to broaden the scope of what the Arduino can achieve Practice and learn basic programming etiquette In Detail Arduino an open source physical computing platform based on a simple microcontroller board, and a development environment for writing software for the board. The open source Arduino software (IDE) makes it easy to write code and upload it to the board. It runs on Windows, Mac OS X, and Linux. The environment is written in Java and based on Processing and other open source software. With the growing interest in home-made, weekend projects among students and hobbyists alike, Arduino offers an innovative and feasible platform to create projects that promote creativity and technological tinkering. Arduino by Example is a project-oriented guide to help you fully utilize the power of one of the world's most powerful open source platforms, Arduino. This book demonstrates three projects ranging from a home automation project involving your lighting system to a simple robotic project to a touch sensor project. You will first learn the basic concepts such as how to get started with the Arduino, and as you start building the project, you will develop the practical skills needed to successfully build Arduino powered projects that have real-life implications. The complexity of the book slowly increases as you complete a project and move on to the next. By the end of this book, you will be able to create basic projects and utilize the elements used in the examples to construct your own devices. Style and approach This book follows a project-oriented approach, with multiple images and plenty of code to help you build your projects easily. The book uses a tutorial-based methodology where the concepts are first explained and then implemented to help you develop the projects. Fraser Doherty s 48-Hour-Start-Up is a handy and essential cheat sheet to starting your own business giving the key steps for developing an idea and getting it to market quickly. Almost everyone dreams of starting their own business but very few do. But

what if it only had to be a decision of a weekend and it didn't cost a fortune? In the 48-Hour-Start-up, Fraser Doherty uses his experience building a multi million dollar company to attempt an experiment; starting with a blank piece of paper, he sets out to start a profitable new business over a weekend, without relying on any technical ability whatsoever. He succeeds and you can, too. By following his journey, in which Fraser shares all of his lessons and mistakes, he will explain all of the shortcuts and online tools that make it possible to: Come up with a business idea without the guesswork Create a kick-ass brand, website and on-line marketing campaign Promote your product The 48-Hour-Start Up pioneers the idea of a microbusiness, a creative outlet, income stream and business you can run in your spare time at the weekends without having to quit the day-job. This book is perfect for Young entrepreneurs Students learning about start-ups Established entrepreneurs looking for shortcuts Teams within corporates who want to create a more innovative and competitive environment" Hone your SAS skills with Exercises and Projects for The Little SAS Book, Sixth Edition! Now in its sixth edition, the best-selling The Little SAS Book just keeps getting better. Readers worldwide study this easy-to-follow book to help them learn the basics of SAS programming. Rebecca Ottesen has once again teamed up with the authors of The Little SAS Book, Lora Delwiche and Susan Slaughter, to provide a way to challenge and improve your SAS skills through thought-provoking questions, exercises, and projects. Each chapter has been updated to match The Little SAS Book, Sixth Edition. The book contains a mixture of multiple-choice questions, open-ended discussion topics, and programming exercises with selected answers and hints. It also includes comprehensive programming projects that are designed to encourage self-study and to test the skills developed by The Little SAS Book. Exercises and Projects for The Little SAS Book, Sixth Edition is a hands-on workbook that is designed to improve your SAS skills whether you are a student or a professional.

The book follows a tutorial-based approach and will teach you how to work with JSON tools, design JSON objects, and how to use different techniques to handle JSON data. This book is a great resource for developers who would like to learn more about JSON and who wish to apply it in their own projects. It will be useful to have some prior knowledge of HTML and JavaScript to help you understand the concepts covered in this book. Some familiarity with a server-side language such as PHP, C#, or Python would also be beneficial, but this is not compulsory.

The Lisbon System facilitates the international protection of appellations of origin through one single registration procedure. The Lisbon system does away with the need to file multiple registrations at different offices and covers over two dozen countries in Africa, Asia, Europe, and Latin America.

Fully updated for Android Studio 4.2, the goal of this book is to teach the skills necessary to develop Android-based applications using the Kotlin programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an Android development and testing environment followed by an introduction to programming in Kotlin including data types, flow control, functions, lambdas, and object-oriented programming. An overview of Android Studio is included covering areas such as tool windows, the code editor, and the Layout Editor tool. An introduction to the architecture of Android is followed by an

in-depth look at the design of Android applications and user interfaces using the Android Studio environment. Chapters are also included covering the Android Architecture Components including view models, lifecycle management, Room database access, the Database Inspector, app navigation, live data, and data binding. More advanced topics such as intents are also covered, as are touch screen handling, gesture recognition, and the recording and playback of audio. This edition of the book also covers printing, transitions, cloud-based file storage, and foldable device support. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers, and collapsing toolbars. Other key features of Android Studio 4.2 and Android are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, MotionLayout Editor, view binding, constraint chains, barriers, and direct reply notifications. Chapters also cover advanced features of Android Studio such as App Links, Dynamic Delivery, the Android Studio Profiler, Gradle build configuration, and submitting apps to the Google Play Developer Console. Assuming you already have some programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac, or Linux system, and ideas for some apps to develop, you are ready to get started.

LE MAGAZINE PROFESSIONNEL DE L'EDITING : ACTUALITE

PROFESSIONNELLE, NOUVEAUX PRODUITS, TENDANCE et DOSSIERS

Responding to recent developments and a growing VLSI circuit manufacturing market, Technology Computer Aided Design: Simulation for VLSI MOSFET examines advanced MOSFET processes and devices through TCAD numerical simulations. The book provides a balanced summary of TCAD and MOSFET basic concepts, equations, physics, and new technologies related to TCAD and MOSFET. A firm grasp of these concepts allows for the design of better models, thus streamlining the design process, saving time and money. This book places emphasis on the importance of modeling and simulations of VLSI MOS transistors and TCAD software. Providing background concepts involved in the TCAD simulation of MOSFET devices, it presents concepts in a simplified manner, frequently using comparisons to everyday-life experiences. The book then explains concepts in depth, with required mathematics and program code. This book also details the classical semiconductor physics for understanding the principle of operations for VLSI MOS transistors, illustrates recent developments in the area of MOSFET and other electronic devices, and analyzes the evolution of the role of modeling and simulation of MOSFET. It also provides exposure to the two most commercially popular TCAD simulation tools Silvaco and Sentaurus. • Emphasizes the need for TCAD simulation to be included within VLSI design flow for nano-scale integrated circuits • Introduces the advantages of TCAD simulations for device and process technology characterization • Presents the fundamental physics and mathematics incorporated in the TCAD tools • Includes popular commercial TCAD simulation tools (Silvaco and

Sentaurus) • Provides characterization of performances of VLSI MOSFETs through TCAD tools • Offers familiarization to compact modeling for VLSI circuit simulation R&D cost and time for electronic product development is drastically reduced by taking advantage of TCAD tools, making it indispensable for modern VLSI device technologies. They provide a means to characterize the MOS transistors and improve the VLSI circuit simulation procedure. The comprehensive information and systematic approach to design, characterization, fabrication, and computation of VLSI MOS transistor through TCAD tools presented in this book provides a thorough foundation for the development of models that simplify the design verification process and make it cost effective. Arduino programming for the absolute beginner, with project-based learning Adventures in Arduino is the beginner's guide to Arduino programming, designed specifically for 11-to 15-year olds who want to learn about Arduino, but don't know where to begin. Starting with the most basic concepts, this book coaches you through nine great projects that gradually build your skills as you experiment with electronics. The easy-to-follow design and clear, plain-English instructions make this book the ideal guide for the absolute beginner, geared toward those with no computing experience. Each chapter includes a video illuminating the material, giving you plenty of support on your journey to electronics programming. Arduino is a cheap, readily available hardware development platform based around an open source, programmable circuit board. Combining these chips with sensors and servos allows you to gain experience with prototyping as you build interactive electronic crafts to bring together data and even eTextiles. Adventures in Arduino gets you started on the path of scientists, programmers, and engineers, showing you the fun way to learn electronic programming and interaction design. Discover how and where to begin Arduino programming Develop the skills and confidence to tackle other projects Make the most of Arduino with basic programming concepts Work with hardware and software to create interactive electronic devices There's nothing like watching your design come to life and interact with the real world, and Arduino gives you the capability to do that time and again. The right knowledge combined with the right tools can create an unstoppable force of innovation, and your curiosity is the spark that ignites the flame. Adventures in Arduino gets you started on the right foot, but the path is totally up to you.

Green materials and green nanotechnology have gained widespread interest over the last 15 years; first in academia, then in related industries in the last few years. The Handbook of Green Materials serves as reference literature for undergraduates and graduate studying materials science and engineering, composite materials, chemical engineering, bioengineering and materials physics; and for researchers, professional engineers and consultants from polymer or forest industries who encounter biobased nanomaterials, bionanocomposites, self- and direct-assembled nanostructures and green composite materials in their lines of work. This four-volume set contains material

ranging from basic, background information on the fields discussed, to reports on the latest research and industrial activities, and finally the works by contributing authors who are prominent experts of the subjects they address in this set. The set is a must-have for anyone keen to acquire knowledge on novel bionanomaterials - including structure-property correlations, isolation and purification processes of nanofibers and nanocrystals, their important characteristics, processing technologies, industrial up-scaling and suitable industry applications. The handbook is a useful reference not only for teaching activities but also for researchers who are working in this field. The third volume deals with the ability of bionanomaterials to self-assemble in either liquids or forming organized solid materials. The chemistry of cellulose nanomaterials and chemical modifications as well as different assembling techniques and used characterization methods, and the most important properties which can be achieved by self-assembly, are described. The chapters, for example, discuss subjects such as ultra-light biobased aerogels based on cellulose and chitin, thin films suitable as barrier layers, self-sensing nanomaterials, and membranes Book jacket.

This book is an easy-to-follow guide with practical examples in each chapter. Suitable for the novice and expert alike, each topic provides a fast and easy way to get started with exciting applications and also guides you through setting up the Raspberry Pi as a secret agent toolbox.

In its pursuit to bring about an awakening among students of nursing about human social behavior, this second edition of Sociology for Nurses continues to build on sociological theories that are of relevance to the nursing community. Conforming to the syllabus prescribed by the Indian Nursing Council and catering to the needs of second year B. Sc Nursing students, this book provides jargon-free explanation of even the most difficult concepts to the student's benefit.

This report is a retrospective of the work accomplished by the Organization during the two terms of office of Director General Francis Gurry, from 2008 to 2020.

Explore the powers of Raspberry Pi and build your very own projects right out of the box About This Book From robotics to gaming, this Learning Path will unlock your creativity! Build your own impressive IoT projects to transform your home Featuring some of Packt's very best Raspberry Pi content, this Learning Path doesn't just get you to your destination – it opens up a whole horizon of possibilities! Who This Book Is For Want new ideas for your next Raspberry Pi project? Got one lying around gathering dust? This Learning Path gets you straight into the creative dirty work of programming and playing with your pi. Whether your new to Raspberry Pi, or an experienced maker, we think this Learning Path will inspire you and get your creative juices flowing! What You Will Learn Discover an aweome range of Raspberry Pi projects Bridge the gap between software and hardware through your Pi and find out how to make an operating system interact with cameras and other hardware Find out how to use your Raspberry Pi for gaming Secure your home with this tiny computer! Make science fiction a reality – build a walking robot In Detail Looking for inspiration for your next Raspberry Pi project? Not sure where to begin? This Learning Path is the perfect place to begin, providing you with an accessible yet comprehensive journey through Raspberry Pi. Following three modules, you'll soon be confident and prepared to get creative with your microcomputer. Raspberry Pi by Example is the first module in this Learning Path – and it does exactly what it

says. It doesn't just teach, it shows you how to go and build some awesome Raspberry Pi projects immediately. Build and play your own games with the Pi, build a complete Internet of Things home automation system that controls your house through Twitter... let your imagination run wild! In the next module we'll look in more depth at building a home security system. You'll be using some of the skills you developed through the first module, but apply them to something more intricate and impressive. Using a Linux based operating system as the foundations, you'll gradually build up an entire security infrastructure adding cameras, remote controls, and even intrusion alerts! In the final module, we'll take you into the world of Raspberry Pi robotics. By the end of it, you'll have built a biped robot that can interact with its environment! This Learning Path combines some of the best that Packt has to offer in one complete, curated package. It includes content from the following Packt products: Raspberry Pi By Example by Ashwin Pajankar and Arush Kakkar Building a Home Security System with Raspberry Pi by Matthew Pole Raspberry Pi Robotics Essentials by Richard Grimmett Style and approach It's not every day you build a home automation system. It's not every day you build a walking robot. But with this Learning Path you'll do just that. So get started and let this tiny computer expand your imagination.

Operating Systems Multiple Choice Questions and Answers (MCQs): Quizzes & Practice Tests with Answer Key PDF, Operating Systems Worksheets & Quick Study Guide covers exam review worksheets to solve problems with 550 solved MCQs. "Operating Systems MCQ" PDF with answers covers concepts, theory and analytical assessment tests. "Operating Systems Quiz" PDF book helps to practice test questions from exam prep notes. Computer science study guide provides 550 verbal, quantitative, and analytical reasoning solved past question papers MCQs. Operating Systems Multiple Choice Questions and Answers PDF download, a book covers solved quiz questions and answers on chapters: Computer system overview, concurrency deadlock and starvation, concurrency mutual exclusion and synchronization, introduction to operating systems, operating system overview, process description and control, system structures, threads, SMP and microkernels worksheets for college and university revision guide. "Operating systems Quiz Questions and Answers" PDF download with free sample test covers beginner's questions and mock tests with exam workbook answer key. Operating systems MCQs book, a quick study guide from textbooks and lecture notes provides exam practice tests. "Operating systems Worksheets" PDF book with answers covers problem solving in self-assessment workbook from computer science textbooks with past papers worksheets as: Worksheet 1: Computer System Overview MCQs Worksheet 2: Concurrency Deadlock and Starvation MCQs Worksheet 3: Concurrency Mutual Exclusion and Synchronization MCQs Worksheet 4: Introduction to Operating Systems MCQs Worksheet 5: Operating System Overview MCQs Worksheet 6: Process Description and Control MCQs Worksheet 7: System Structures MCQs Worksheet 8: Threads, SMP and Microkernels MCQs Practice Computer System Overview MCQ PDF with answers to solve MCQ test questions: Basic elements, cache design, cache principles, control and status registers, input output and communication techniques, instruction execution, interrupts, processor registers, and user visible registers. Practice Concurrency Deadlock and Starvation MCQ PDF with answers to solve MCQ test questions: Concurrency deadlock, starvation, deadlock avoidance, deadlock detection, deadlock detection algorithm, deadlock prevention, an integrated deadlock strategy, circular wait, consumable resources, dining philosophers problem, Linux process and thread management, resource allocation, and ownership. Practice Concurrency Mutual Exclusion and Synchronization MCQ PDF with answers to solve MCQ test questions: Mutual exclusion, principles of concurrency, addressing, concurrency deadlock and starvation, input output and internet management, message format, message passing, monitor with signal. Practice Introduction to Operating Systems MCQ PDF with answers to solve MCQ test questions: Operating system operations, operating system structure, computer architecture and

organization, kernel level threads, process management, and what operating system do. Practice Operating System Overview MCQ PDF with answers to solve MCQ test questions: Evolution of operating systems, operating system objectives and functions, Linux operating system, development leading to modern operating system, major achievements in OS, Microsoft windows overview, traditional Unix system, and what is process test. Practice Process Description and Control MCQ PDF with answers to solve MCQ test questions: Process description, process control structure, process states, creation and termination of processes, five state process model, modes of execution, security issues, two state process model, and what is process test. Practice System Structures MCQ PDF with answers to solve MCQ test questions: Operating system services, system calls in operating system, types of system calls, and user operating system interface. Practice Threads, SMP and Microkernels MCQ PDF with answers to solve MCQ test questions: Threads, SMP and microkernels, thread states, user level threads, windows threads, SMP management, asynchronous processing, input output and internet management, inter-process communication, interrupts, multithreading, kernel level threads, Linux process and thread management, low level memory management, microkernel architecture, microkernel design, modular program execution, multiprocessor operating system design, process and thread object, process structure, resource allocation and ownership, symmetric multiprocessing, and symmetric multiprocessors SMP architecture.

If you want to build programming and electronics projects that interact with the environment, this book will offer you dozens of recipes to guide you through all the major applications of the Arduino platform. It is intended for programming or electronics enthusiasts who want to combine the best of both worlds to build interactive projects.

As the embedded world expands, developers must have a strong grasp of many complex topics in order to make faster, more efficient and more powerful microprocessors to meet the public's growing demand. Embedded Software: The Works covers all the key subjects embedded engineers need to understand in order to succeed, including Design and Development, Programming, Languages including C/C++, and UML, Real Time Operating Systems Considerations, Networking, and much more. New material on Linux, Android, and multi-core gives engineers the up-to-date practical know-how they need in order to succeed. Colin Walls draws upon his experience and insights from working in the industry, and covers the complete cycle of embedded software development: its design, development, management, debugging procedures, licensing, and reuse. For those new to the field, or for experienced engineers looking to expand their skills, Walls provides the reader with detailed tips and techniques, and rigorous explanations of technologies. Key features include: New chapters on Linux, Android, and multi-core - the cutting edge of embedded software development! Introductory roadmap guides readers through the book, providing a route through the separate chapters and showing how they are linked About the Author Colin Walls has over twenty-five years experience in the electronics industry, largely dedicated to embedded software. A frequent presenter at conferences and seminars and author of numerous technical articles and two books on embedded software, he is a member of the marketing team of the Mentor Graphics Embedded Software Division. He writes a regular blog on the Mentor website (blogs.mentor.com/colinwalls). New chapters on Linux, Android, and multi-core - the cutting edge of embedded software development! Introductory roadmap guides readers through the book, providing a route through the separate chapters and showing how they are linked

This is the book for you if you are a student, hobbyist, developer, or designer with little or no programming and hardware prototyping experience, and you want to develop IoT applications. If you are a software developer or a hardware designer and want to create connected devices applications, then this book will help you get started.

Build amazing Internet of Things projects using the ESP8266 Wi-Fi chip About This Book Get to know the powerful and low cost ESP8266 and build interesting projects in the field of Internet of Things Configure your ESP8266 to the cloud and explore the networkable modules that will be utilized in the IoT projects This step-by-step guide teaches you the basics of IoT with ESP8266 and makes your life easier Who This Book Is For This book is for those who want to build powerful and inexpensive IoT projects using the ESP8266 WiFi chip, including those who are new to IoT, or those who already have experience with other platforms such as Arduino. What You Will Learn Control various devices from the cloud Interact with web services, such as Twitter or Facebook Make two ESP8266 boards communicate with each other via the cloud Send notifications to users of the ESP8266, via email, text message, or push notifications Build a physical device that indicates the current price of Bitcoin Build a simple home automation system that can be controlled from the cloud Create your own cloud platform to control ESP8266 devices In Detail The Internet of Things (IoT) is the network of objects such as physical things embedded with electronics, software, sensors, and connectivity, enabling data exchange. ESP8266 is a low cost WiFi microcontroller chip that has the ability to empower IoT and helps the exchange of information among various connected objects. ESP8266 consists of networkable microcontroller modules, and with this low cost chip, IoT is booming. This book will help deepen your knowledge of the ESP8266 WiFi chip platform and get you building exciting projects. Kick-starting with an introduction to the ESP8266 chip, we will demonstrate how to build a simple LED using the ESP8266. You will then learn how to read, send, and monitor data from the cloud. Next, you'll see how to control your devices remotely from anywhere in the world. Furthermore, you'll get to know how to use the ESP8266 to interact with web services such as Twitter and Facebook. In order to make several ESP8266s interact and exchange data without the need for human intervention, you will be introduced to the concept of machine-to-machine communication. The latter part of the book focuses more on projects, including a door lock controlled from the cloud, building a physical Bitcoin ticker, and doing wireless gardening. You'll learn how to build a cloud-based ESP8266 home automation system and a cloud-controlled ESP8266 robot. Finally, you'll discover how to build your own cloud platform to control ESP8266 devices. With this book, you will be able to create and program Internet of Things projects using the ESP8266 WiFi chip. Style and approach This is a step-by-step guide that provides great IOT projects with ESP8266. All the key concepts are explained details with the help of examples and demonstrations of the projects.

Written as a practical Packt book brimming with engaging examples, C Programming for Arduino will help those new to the amazing open source electronic platform so that they can start developing some great projects from the very start. This book is great for people who want to learn how to design & build their own electronic devices. From interaction design art school students to the do-it-yourself hobbyist, or even simply people who want to learn electronics, this book will help by adding a new way to design autonomous but connected devices.

Summary Learn Windows PowerShell in a Month of Lunches, Third Edition is an innovative tutorial designed for busy IT professionals. This updated edition covers PowerShell features that run on Windows 7, Windows Server 2008 R2 and later, PowerShell v3 and later, and includes v5 features like PowerShellGet. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology PowerShell is both a scripting language and an administrative shell that lets you control and automate nearly every aspect of Windows. It accepts and executes commands interactively and you can write scripts to manage most Windows servers like Exchange, IIS, and SharePoint, as well as online services like Azure and Office 365. About the Book Learn Windows PowerShell in a Month of Lunches, Third Edition is an innovative tutorial designed for busy IT professionals. Just set aside one hour a day - lunchtime would be perfect - for a month, and you'll be

automating Windows tasks faster than you ever thought possible. This updated edition covers PowerShell features that run on Windows 7, Windows Server 2008 R2 and later, PowerShell v3 and later, and includes v5 features like PowerShellGet. What's Inside Learn PowerShell from the beginning, no experience required! Covers PowerShell v3 and up, Windows 7, and Windows Server 2008 R2 and later Each lesson takes you an hour or less About the Reader Experience with Windows administration is helpful. No programming or scripting experience needed. About the Author Veteran PowerShell MVPs Don Jones and Jeffery Hicks bring years as successful trainers to this concise, easy-to-follow book. Table of Contents Before you begin Meet PowerShell Using the help system Running commands Working with providers The pipeline: connecting commands Adding commands Objects: data by another name The pipeline, deeper Formatting - and why it's done on the right Filtering and comparisons A practical interlude Remote control: one-to-one, and one-to-many Using Windows Management Instrumentation and CIM Multitasking with background jobs Working with many objects, one at a time Security alert! Variables: a place to store your stuff Input and output Sessions: remote control with less work You call this scripting? Improving your parameterized script Advanced remoting configuration Using regular expressions to parse text files Additional random tips, tricks, and techniques Using someone else's script Never the end PowerShell cheat sheet Mastering advanced JavaScript to build modern next-generation web applications. KEY FEATURES ? A simplified explanation of complex concepts to create powerful and flexible web applications. ? Learn testing JavaScript code, regular expressions, fetching data, and many more with ES6. ? A full-fledged section dedicated to developing an application using JavaScript. DESCRIPTION Decoding JavaScript will take the users on an eventful journey of simplifying and understanding advanced concepts of JavaScript. Since JavaScript is the core programming language for almost every interaction on the web, this book will make it easier for readers to develop modern cutting-edge web applications. The book begins with a quick recap of the fundamental JavaScript (JS) concepts like the syntax of JS, data types, operators, conditionals, looping, functions, arrays, objects, and so on. The readers will also explore the handy Chrome Developers' Tools. This book will also help readers learn and implement important concepts like how to connect to the servers, fetching data like images, user information, videos, etc. from the server, and displaying it on the web page. Besides that, users will learn about impactful concepts like testing JavaScript code, regular expressions, and exploring the popular ES6 and the versions beyond. Most importantly, this book will help you with the best JavaScript practices followed by companies like Google, Facebook, Twitter, etc. to develop a live application right from scratch. WHAT YOU WILL LEARN ? Build dynamic web applications interacting with servers using Vanilla. ? Improve code efficiency by learning advanced concepts of JavaScript. ? Get acquainted with best practices adopted by industry leaders, including Google and Facebook. ? Get access to work with popular libraries like ReactJS, jQuery, Angular, Ember, and Vue. WHO THIS BOOK IS FOR This book is for aspiring web developers and fairly experienced JavaScript developers who want to create modern web and server applications. Prior knowledge of HTML and CSS is essential to begin with this book. TABLE OF CONTENTS 1. Introduction to JavaScript 2. The Developer's Tools 3. Functions 4. Arrays 5. Objects 6. ES6 7. Classes 8. Callbacks and Promises 9. AJAX and Interacting with Servers 10. Developing a Live Application! 11. Storing Data in Browsers 12. Debugging and Error Handling 13. Testing and Test Frameworks 14. Regular Expressions 15. Life after ES6 16. Tips and Tricks

If you are a hobbyist who wants to develop projects based on Arduino as the main microcontroller platform or an engineer interested in finding out what the Arduino platform offers, then this book is ideal for you. Some prior knowledge of the C programming language is required.

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In the recent decades, molecular plasmonics, a novel branch in the field of plasmonics, has garnered a great deal of scientific interest due to unique possibilities provided for the investigation of molecular properties at the nanoscale. Used in a variety of scientific applications, various approaches of molecular plasmonics are now widely regarded as a nondestructive, real-time, precise, and effective way to investigate the molecular world. This book compiles and details the wide-ranging research in different approaches to the field of molecular plasmonics from international interdisciplinary teams of researchers who are currently establishing these novel optoelectronic techniques through the development of basic theoretical methods and experimental protocols.

Are you new to Arduino programming? Would you like to expand your knowledge base about Arduino programming? Do you desire to enjoy the fantastic features of Arduino technology? If you said YES to any or all of the questions above, this book is all you need! Starting Arduino programming allows you to rapidly and intuitively develop your programming abilities through sketching in code. This book provides you with an understanding of the standard structure for developing Arduino code, including the functions, syntax, structure, and libraries needed to produce future tasks. It is specifically written to help you get the understanding required to master the fundamental aspects of writing code on the Arduino platform and will have you all set to take the next step; to explore new project ideas, new kinds of hardware and contribute back to the open-source community, and even take on more programming projects. With this book, you can go from an Arduino beginner to an Arduino pro in a much shorter time! This is a resource book to get started with if you want to find out about the world of Arduino and how it changes the world we live in. This book will help you comprehend the basic principles of Arduino, its advantages, benefits, and applications in numerous markets and platforms. Completely simplified for easy understanding, this bestselling guide explains how to compose well-crafted sketches using Arduino's modified C language. You will discover how to configure software and hardware, develop your own sketches, deal with built-in and custom-made Arduino libraries, and check out the Internet of Things—all with no prior programming experience required. It teaches you everything you require to become proficient in Arduino from scratch. Learn the variants in Arduino, find out how to select Arduino boards and their technical specs, learn how to install Arduino IDE. That's what you'll find:

- What Is Arduino Programming?
- Introduction to Arduino Programming Language
- How to Configure Arduino
- Why Arduino?
- The Arduino KIT
- Arduino – Board Description
- Arduino – Program Structure
- Arduino – Variables and Constants
- String Arrays Character
- Manipulating String Arrays
- Functions to Manipulate String Arrays
- Arduino – String Object
- Stating Arrays
- Pins Configured as INPUT
- Benefits and Disadvantages of Identical Communication

And a lot more! You will also find out how to configure your Arduino interface board to pick up the physical world, control light, movement, and sound, and create objects with interesting features. This ultimate guide gets you up to speed quickly, teaching all the concepts and syntax through simple language and clear guidelines developed for outright beginners. It contains lots of top-quality illustrations and easy-to-follow examples. Are you ready to explore the amazing benefits of this book? Grab your copy now!

Volume is indexed by Thomson Reuters CPCI-S (WoS). This collection, of contributions reviewed by international experts, covers: Road and Railway Engineering, Transportation Planning, Construction and Operation Organization, Modern Logistics System Planning and Optimization, Vehicle Engineering, Carrier Operation Engineering, ITS Theory and Applications, Traffic Control and Information Technology, Transportation and Social Economic Development, Low-Carbon Transportation Technology and Urban Transportation Planning and Management. It provides many valuable insights.

Information Technology: Made Simple covers the full range of information technology topics, including more traditional subjects such as programming languages, data processing, and

systems analysis. The book discusses information revolution, including topics about microchips, information processing operations, analog and digital systems, information processing system, and systems analysis. The text also describes computers, computer hardware, microprocessors, and microcomputers. The peripheral devices connected to the central processing unit; the main types of system software; application software; and graphics and multimedia are also considered. The book tackles equipment, software, and procedures involved in computer communications; available telecommunications services; and data and transaction processing. The text also presents topics about computer-integrated manufacturing; the technology of information processing and its business applications; and the impact of this technology on society in general. Students taking computer and information technology courses will find the book useful.

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