Learning Processing A Beginners Guide To Programming Images Animation And Interaction The Morgan Kaufmann Series In Computer Graphics

Machines can LEARN ?!?! Machine learning occurs primarily through the use of " algorithms" and other elaborate procedures Whether you're a novice, intermediate or expert this book will teach you all the ins, outs and everything you need to know about machine learning Note: Bonus chapters included inside! Instead of spending hundreds or even thousands of dollars on courses/materials why not read this book instead? Its a worthwhile read and the most valuable investment you can make for yourself Other books easily retail for $50-$100+ and have far less quality content. This book is by far superior and exceeds any other book available for beginners. What You'll Learn Supervised Learning Unsupervised Learning Reinforced Learning Algorithms Decision Tree Random Forest Neural Networks Python Deep Learning And much, much more! This is the most comprehensive and easy to read step by step guide in machine learning that exists. Learn from one of the most reliable programmers alive and expert in the field You do not want to miss out on this incredible offer!

3- Informative Books in one Bundle! The Most Comprehensive JavaScript Beginners Guide on the Market! Have you ever wondered what allows people to be able to see different things on different websites? The answer is simple: JavaScript. Many websites are written in JavaScript so that you can be able to see what they are all about and what is going on in each of the sites. It is a language that can be written in many different formats so that different websites can use it for different purposes. JavaScript is able to do everything from creating a website to adding buttons and even disabling the ability to click on a button unless an option is chosen. While JavaScript is a multilayered language that will take some time to learn all of the levels of, the basics are quite simple. You can learn how to begin writing JavaScript by knowing only the basics, and you can build on your knowledge of the basics and what you initially learned. To get started with writing JavaScript, all you need to do is learn the beginning process. It is easy for you to do this if you have the right tools. This book will act as a way for you, as a beginner, to learn the process of JavaScript. While it will teach you some of the simplest JavaScript codes, it will not be overwhelming with codes. Instead, it will teach you what you need to know before you become a JavaScript expert and before you make the decision to truly dive into it. If you are ready to learn about JavaScript, what it can do and how you can get started, start this book right away. When you are finished, check out some of the other books in this series to learn more JavaScript codes and how to become a true professional who is great at writing JavaScript and can do more than you ever thought possible. Follow the series on an easy way to become a JavaScript expert! Sail Past the Beginners Level with these valuable tips! JavaScript is a language that you will always be able to learn more about and always be able to expand your knowledge of. Once you have learned the very basics of it, you should work to make sure that you are trying to find out as much as possible. JavaScript can be very rewarding, and you will need to be able to do as much as possible with it if you want to get the most benefit out of it. The tips and tricks that are contained in this book will

give you some insight into what JavaScript is really capable of and what you can actually do with it if you learn as much as possible about it. There is a lot to learn, and you will be able to reap all of the benefits from JavaScript if you follow this book. The tips and tricks are designed not only to show you how to use the codes to build a beautiful interactive website but to also wow all of your visitors with everything that you have to offer on the website. Reading the book will not make you a JavaScript expert, but it will have you well on your way to being one. Read on for some of the best tips that are available and how you can make them work when you are trying to learn JavaScript in the easiest and most efficient way. Javascript- Simple and Effective Strategies: JavaScript isn't necessarily a simple language or a simple code to learn, but there are some very simple strategies that will get you to where you want to be with your JavaScript career. Following these strategies will allow you the chance to make sure that you are getting the most out of the JavaScript experience and the learning process that comes from it. Grab this 3-book bundle Today! Summary Grokking Deep Learning teaches you to build deep learning neural networks from scratch! In his engaging style, seasoned deep learning expert Andrew Trask shows you the science under the hood, so you grok for yourself every detail of training neural networks. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Deep learning, a branch of artificial intelligence, teaches computers to learn by using neural networks, technology inspired by the human brain. Online text translation, self-driving cars, personalized product recommendations, and virtual voice assistants are just a few of the exciting modern advancements possible thanks to deep learning. About the Book Grokking Deep Learning teaches you to build deep learning neural networks from scratch! In his engaging style, seasoned deep learning expert Andrew Trask shows you the science under the hood, so you grok for yourself every detail of training neural networks. Using only Python and its math-supporting library, NumPy, you'll train your own neural networks to see and understand images, translate text into different languages, and even write like Shakespeare! When you're done, you'll be fully prepared to move on to mastering deep learning frameworks. What's inside The science behind deep learning Building and training your own neural networks Privacy concepts, including federated learning Tips for continuing your pursuit of deep learning About the Reader For readers with high school-level math and intermediate programming skills. About the Author Andrew Trask is a PhD student at Oxford University and a research scientist at DeepMind. Previously, Andrew was a researcher and analytics product manager at Digital Reasoning, where he trained the world's largest artificial neural network and helped guide the analytics roadmap for the Synthesys cognitive computing platform. Table of Contents Introducing deep learning: why you should learn it Fundamental concepts: how do machines learn? Introduction to neural prediction: forward propagation Introduction to neural learning: gradient descent Learning multiple weights at a time: generalizing gradient descent Building your first deep neural network: introduction to backpropagation How to picture neural networks: in your head and on paper Learning signal and ignoring noise:introduction to regularization and batching Modeling probabilities and nonlinearities: activation functions Neural learning about edges and corners: intro to convolutional neural networks Neural networks that understand language: king - man + woman == ? Neural networks that write like Shakespeare: recurrent layers for variable-length data Introducing automatic

optimization: let's build a deep learning framework Learning to write like Shakespeare: long short-term memory Deep learning on unseen data: introducing federated learning Where to go from here: a brief guide

This book A Beginner's Guide to Learning Analytics is designed to meet modern educational trends' needs. It is addressed to readers who have no prior knowledge of learning analytics and functions as an introductory text to learning analytics for those who want to do more with evaluation/assessment in their organizations. The book is useful to all who need to evaluate their learning and teaching strategies. It aims to bring greater efficiency and deeper engagement to individual students, learning communities, and educators. Covered here are the key concepts linked to learning analytics for researchers and practitioners interested in learning analytics. This book helps those who want to apply analytics to learning and development programs and helps educational institutions to identify learners who require support and provide a more personalized learning experience. Like chapters show diverse uses of learning analytics to enhance student and faculty performance. It presents a coherent framework for the effective translation of learning analytics research for educational practice to its practical application in different educational domains. This book provides educators and researchers with the tools and frameworks to effectively make sense of and use data and analytics in their everyday practice. This book will be a valuable addition to researchers' bookshelves.

For beginning programmers, this updated edition answers all C programming questions. This bestseller talks to readers at their level, explaining every aspect of how to get started and learn the C language quickly. Readers also find out where to learn more about C. This book includes tear-out reference card of C functions and statements, a hierarchy chart, and other valuable information. It uses special icons, notes, clues, warnings, and rewards to make understanding easier. And the clear and friendly style presumes no programming knowledge.

You don't have to go back to school in order to get ahead in today's world... Do you have a burning desire to expand your skillset but don't have the time or care to go back to studying for the next 4+ years? Do you feel as if you are capable of so much more, and that you should be making a bigger contribution to the world? Are you ready to learn one of the most in-demand skills of the 21st century and set yourself up for outstanding success in your career -- success that will not only benefit you, but thousands, perhaps millions, of other people as well? Or, maybe you've already landed your dream job and now your boss needs you to fulfill the role as quickly as possible. Whatever the case may be, learning the ins and outs of the coding universe doesn't have to be some kind of big and complex ordeal. The internet might be abuzz with all kinds of confusing tutorials and partial playbooks making it seem like learning to code is harder than it really is, but rest assured, this is not true. Did you know that the average individual spends $20,000 on a course that is sometimes up to 24 weeks long just to learn the basics of coding? But this doesn't have to be you. No matter where you are in the coding journey, you can take the information provided and begin to apply it today. You can learn to code in the time it takes to read a book and skip all of the unnecessary schoolings, even if you've never coded anything before.

???Get the Kindle version FREE when purchasing the Paperback!??? Are you ready to chart a new course in your programming

career? Are you ready but don't know where to begin? Do not worry, because this book gives you the fundamentals of eight programming languages in a single book! Interestingly, you don't have to buy eight different programming books to learn each language as I have compiled everything you need in a single book. This beginners' guide is what you need to learn to program easily and quickly from an expert with over 10+ years' experience. All you need is a bit of patience and planning! This book "Step by Step Beginners' Guide to Learn Programming" is intended for beginners and as reference material for professionals who want to get back to the programming world after a long time. The book covers the basic topics you need to work on as a beginner willing to learn languages, including C#, C++, C, SQL, Java, JavaScript, PHP, and Python. The book is separated into 9 different chapters and each of these chapters gives you everything you need to know concerning that programming language. In this book, you will acquire the essentials of each programming languages such as variables, data types, operators and numerous examples to practice on your own. In Java Programming, you will acquire every information you need concerning data types, object-oriented programming, and control structures in Java. The next chapter challenges you on learning JavaScript, one of the most common scripting languages in the world. Furthermore, PHP will help you master the art of writing quality code. You will discover the basic syntax when writing PHP programs. In the SQL chapter, you will learn the nitty-gritty of creating a database and table easily and you'll learn how to insert, select, and perform various actions on a table. The book covers programming topics such as: Prerequisites for learning each language Features of the language The concepts of different programming languages Variables of the different programming language Where the language is applicable in our today world The book is well arranged for easy understanding. Don't forget to brush up your knowledge by going through the exercise page. It contains a series of questions to test your knowledge of each programming topic you have covered. Before you know it, you have mastered and the results on the screen will tell your success story. So what are you waiting for? Let the programming begin! Invest in your future! Click the "Buy Now" button at the top of this page and get your copy of "Step by step Beginners' guide to learn programming" now!

This book is for beginners who are looking for a strong foundation to build deep learning models from scratch. You will test your understanding of the concepts and measure your progress at the end of each chapter. You will have a firm understanding of deep learning and will be able to identify which algorithms are appropriate for different tasks.

Learn and understand how you can perform a wide range of tasks on your new Windows computer, including managing files, browsing the internet, and protecting yourself, as well as interacting with Cortana. Using Absolute Beginners Guide to Computing you will see how to use Windows, and how you can connect and communicate with others. You will learn the basics of browsing the web, how to send email, and sign up for services. You will learn about some of the social media sites such as Facebook and Twitter. You will also learn how to connect and use external hardware, and process digital music, photos, and video. Written by an author who has written multiple computing titles, this book is friendly and approachable, and can teach anyone how to use a computer. With simple steps, easy troubleshooting, and online

resources, it's the best place to learn how to make computing a part of your life. What You'll Learn: Get pictures onto your computer to share Listen to digital music What clubs, groups, and other resources there are to help Who this Book Is For Anyone that wants to learn all the latest Windows features. Beginners who want to use their new Windows computer to share pictures or video clips on YouTube or Facebook to those seeking a common sense approach to safe computing.

Learning Processing, Second Edition, is a friendly start-up guide to Processing, a free, open-source alternative to expensive software and daunting programming languages. Requiring no previous experience, this book is for the true programming beginner. It teaches the basic building blocks of programming needed to create cutting-edge graphics applications including interactive art, live video processing, and data visualization. Step-by-step examples, thorough explanations, hands-on exercises, and sample code, supports your learning curve. A unique lab-style manual, the book gives graphic and web designers, artists, and illustrators of all stripes a jumpstart on working with the Processing programming environment by providing instruction on the basic principles of the language, followed by careful explanations of select advanced techniques. The book has been developed with a supportive learning experience at its core. From algorithms and data mining to rendering and debugging, it teaches object-oriented programming from the ground up within the fascinating context of interactive visual media. This book is ideal for graphic designers and visual artists without programming background who want to learn programming. It will also appeal to students taking college and graduate courses in interactive media or visual computing, and for self-study. A friendly start-up guide to Processing, a free, open-source alternative to expensive software and daunting programming languages No previous experience required—this book is for the true programming beginner! Step-by-step examples, thorough explanations, hands-on exercises, and sample code supports your learning curve

Processing opened up the world of programming to artists, designers, educators, and beginners. The Processing.py Python implementation of Processing reinterprets it for today's web. This short book gently introduces the core concepts of computer programming and working with Processing. Written by the co-founders of the Processing project, Reas and Fry, along with co-author Allison Parrish, Getting Started with Processing.py is your fast track to using Python's Processing mode.

Essential HTML skills—made easy! Thoroughly updated and revised, HTML: A Beginners Guide, Fifth Edition shows you, step by step, how to create dynamic websites with HTML. The book covers new HTML5 features, including video, audio, and canvas elements. Learn how to structure a page, place images, format text, create links, add color, work with multimedia, and use forms. You'll also go beyond the basics and find out how to work with Cascading Style Sheets

(CSS), create dynamic web content with JavaScript, upload your site to the web, and code HTML emails. By the end of the book you'll be able to build custom websites using the latest HTML techniques. Chapters include: Key Skills & Concepts--Chapter-opening lists of specific skills covered in the chapter Ask the Expert--Q & A sections filled with bonus information and helpful tips Try This--Hands-on exercises that show you how to apply your skills Notes--Extra information related to the topic being covered Tips--Helpful reminders or alternate ways of doing things Self-Tests--End-of-chapter reviews to test your knowledge Annotated syntax--Example code with commentary that describes the programming techniques being illustrated

For many researchers, Python is a first-class tool mainly because of its libraries for storing, manipulating, and gaining insight from data. Several resources exist for individual pieces of this data science stack, but only with the Python Data Science Handbook do you get them all—IPython, NumPy, Pandas, Matplotlib, Scikit-Learn, and other related tools. Working scientists and data crunchers familiar with reading and writing Python code will find this comprehensive desk reference ideal for tackling day-to-day issues: manipulating, transforming, and cleaning data; visualizing different types of data; and using data to build statistical or machine learning models. Quite simply, this is the must-have reference for scientific computing in Python. With this handbook, you'll learn how to use: IPython and Jupyter: provide computational environments for data scientists using Python NumPy: includes the ndarray for efficient storage and manipulation of dense data arrays in Python Pandas: features the DataFrame for efficient storage and manipulation of labeled/columnar data in Python Matplotlib: includes capabilities for a flexible range of data visualizations in Python Scikit-Learn: for efficient and clean Python implementations of the most important and established machine learning algorithms

This book teaches you the basic building blocks of programming needed to create cutting-edge graphics applications including interactive art, live video processing, and data visualization. A unique lab-style manual, the book giv.

How can we capture the unpredictable evolutionary and emergent properties of nature in software? How can understanding the mathematical principles behind our physical world help us to create digital worlds? This book focuses on a range of programming strategies and techniques behind computer simulations of natural systems, from elementary concepts in mathematics and physics to more advanced algorithms that enable sophisticated visual results. Readers will progress from building a basic physics engine to creating intelligent moving objects and complex systems, setting the foundation for further experiments in generative design. Subjects covered include forces, trigonometry, fractals, cellular automata, self-organization, and genetic algorithms. The book's examples are written in Processing, an open-source language and development environment built on top of the Java programming language. On the book's website (http://www.natureofcode.com), the examples run in the browser via Processing's JavaScript mode.

Do You Want To Start Programming Quickly? Are You Tired of Your Java Code Turning Out Wrong? Want to Become A Programming Master?If you have always wanted to know how to program, then this book is your ideal solution!The book, "Java: Java For Beginners Guide To Learn Java And Java Programming" , contains proven steps and strategies on how to learn basic programming in Java, including lesson summaries for easy reference and lessons at the end of each chapter to help you compound your new knowledge. Java is a simple language, object-oriented and incredibly easy to learn, provided you put your mind to it. Once you have learned the fundamental concepts and how to write the code, you will soon be programming like a pro!This book aims to teach you the basics of Java language in the simplest way possible. Unlike other resources, this book will not feed you with too many technicalities that might confuse you along the way. Each discussion was written in simple words. All exercises in this book were carefully chosen to be simple cases in order to make your Java practice easier.By reading this book you will gain an understanding of the basic concepts of Java Programming including: Conditional Statements Statements - Looping and Iteration Arrays Functions and Methods Classes and Objects Solutions to Exercises and Many More... This book brings you a concise, straight to the point, easy to follow code examples so you can begin coding in 24 hours or less. Invest in yourself, learn the Java basics, practice Java programming and you will be a programmer in no time. Begin your journey TODAY, No Prior Programming Experience Is Required!Don't wait! Download "Java: Java For Beginners Guide To Learn Java And Java Programming" Today and Get Started With Your New Programming Career!!

Take a systematic approach to understanding the fundamentals of machine learning and deep learning from the ground up and how they are applied in practice. You will use this comprehensive guide for building and deploying learning models to address complex use cases while leveraging the computational resources of Google Cloud Platform. Author Ekaba Bisong shows you how machine learning tools and techniques are used to predict or classify events based on a set of interactions between variables known as features or attributes in a particular dataset. He teaches you how deep learning extends the machine learning algorithm of neural networks to learn complex tasks that are difficult for computers to perform, such as recognizing faces and understanding languages. And you will know how to leverage cloud computing to accelerate data science and machine learning deployments. Building Machine Learning and Deep Learning Models on Google Cloud Platform is divided into eight parts that cover the fundamentals of machine learning and deep learning, the concept of data science and cloud services, programming for data science using the Python stack, Google Cloud Platform (GCP) infrastructure and products, advanced analytics on GCP, and deploying end-to-end machine learning solution pipelines on GCP. What You'll Learn Understand the principles and fundamentals of machine learning and deep learning, the algorithms, how to use them, when to use them, and how to interpret your results Know the programming

concepts relevant to machine and deep learning design and development using the Python stack Build and interpret machine and deep learning models Use Google Cloud Platform tools and services to develop and deploy large-scale machine learning and deep learning products Be aware of the different facets and design choices to consider when modeling a learning problem Productionalize machine learning models into software products Who This Book Is For Beginners to the practice of data science and applied machine learning, data scientists at all levels, machine learning engineers, Google Cloud Platform data engineers/architects, and software developers

This textbook on Python 3 explains concepts such as variables and what they represent, how data is held in memory, how a for loop works and what a string is. It also introduces key concepts such as functions, modules and packages as well as object orientation and functional programming. Each section is prefaced with an introductory chapter, before continuing with how these ideas work in Python. Topics such as generators and coroutines are often misunderstood and these are explained in detail, whilst topics such as Referential Transparency, multiple inheritance and exception handling are presented using examples. A Beginners Guide to Python 3 Programming provides all you need to know about Python, with numerous examples provided throughout including several larger worked case studies illustrating the ideas presented in the previous chapters.

Juliet Robertson offers tips and tricks to help any teacher develop variety in their teaching. One of the keys to a happy and creative classroom is getting out of it and this book will give you the confidence to do it. It contains a wealth of ideas from cheat sheets to activities that allow teachers and parents to encourage outdoor learning and improve student participation. There is no need for expensive tools or complicated technologies; all you need is your coat and a passion for learning - oh, and you'd better bring the kids too

Expand your computer and IT skills and earn more money by learning the world's most popular programming language - Python! Become even more computer savvy and rise above the competition when applying to jobs with proficient Python programming skills. Python programming provides you with a sustainable foundation in computer programming that is easy to build upon and specialize your skills. This results in becoming a better candidate for job openings and increasing your salary! With this guide in your hands, you will: Learn the Python programming language from scratch with little to no experience required Specialize in a computer language and make yourself more valuable to a company Open the door to new job opportunities after learning and implementing Python Study 3 complete books in one to build on your skills Become more desirable when applying for jobs, especially in the startup community Plus Much More! Right now Python is one of the most popular and useful languages programmers should know. With absolutely no experience required, you could learn the foundations of this language and easily build on your skills to increase your income and open the door to

incredible job opportunities. Are you ready to make more money and learn an essential programming language from scratch? ...Then Order Your Complete Guide and Start Learning Today!

If you are a beginner and have no idea what the Computer Programming is all about, then the book Computer Programming for Beginners is what you have been waiting for. This book provides a clear understanding of what the Computer Programming entails, especially providing know-how for beginners. At first glance, the words "computer programming" might worry you, especially when described as an "extremely complex designing and building process." However, fear not, because computer programming can be done by anyone - even beginners. Programming has existed for centuries with programmable devices, perhaps as early as the 9th-century! It was here when a programmable music sequencer was invented. Following that was a programmable drum machine and other forms of musical instruments. It wasn't until the year 1843 when the first Computer Program was invented by Ada Lovelace, a mathematician who created an algorithm for this. The concept of storing data in machine-readable form arose in the 1880s when Herman Hollerith invented it. These were the foundations that led to Computer Programming as we know it today. With so many struggling to grasp the concept, we devised the perfect computer programming guide for beginners to take the first step towards becoming a Computer Programming expert. We are in a technological age, after all, where computers are an essential part of life. Regardless of your experience level, anyone can read and implement this computer programming guide. Whether you are planning on making a career out of it or you just want a new hobby, you can enjoy this series of books, no matter your goals. What You Will Discover & Learn: ? A beginner's approach to learning computer programming ? Javascript & Java - essential programming languages ? Python programming - general-purpose & high-level programming language ? SQL programming - used to communicate with + manipulate databases ? How to accurately program for successful computer tasking ? Easy-to-understand, clear instructions for a seamless user experience ? How to implement what you have learned into developing computer programs/software And much more. Included with your purchase is a collection of 4 books that will help guide you through all of the necessary fundamentals of Computer Programming. No previous skills are required, even if you haven't written one line of code before. This collection was written specifically for those who are just starting, so you can feel comfortable trying out something new and unfamiliar without the need of any pre-qualifications. Scroll up and push the buy now button!

Written specifically for students with no previous experience of research and research methodology, the Third Edition of Research Methodology breaks the process of designing and doing a research project into eight manageable steps and provides plenty of examples throughout to link theory to the practice of doing research. The book contains straightforward, practical guidance on: - Formulating a research question - Ethical considerations - Carrying out a

literature review - Choosing a research design - Selecting a sample - Collecting and analysing qualitative and quantitative data - Writing a research report The third edition has been revised and updated to include extended coverage of qualitative research methods in addition to the existing comprehensive coverage of quantitative methods. There are also brand new learning features such as reflective questions throughout the text to help students consolidate their knowledge. The book is essential reading for undergraduate and postgraduate students in the social sciences embarking on qualitative or quantitative research projects.

With p5.js, you can think of your entire Web browser as your canvas for sketching with code! Learn programming the fun way--by sketching with interactive computer graphics! Getting Started with p5.js contains techniques that can be applied to creating games, animations, and interfaces. p5.js is a new interpretation of Processing written in JavaScript that makes it easy to interact with HTML5 objects, including text, input, video, webcam, and sound. Like its older sibling Processing, p5.js makes coding accessible for artists, designers, educators, and beginners. Written by the lead p5.js developer and the founders of Processing, this book provides an introduction to the creative possibilities of today's Web, using JavaScript and HTML. With Getting Started with p5.js, you'll: Quickly learn programming basics, from variables to objects Understand the fundamentals of computer graphics Create interactive graphics with easy-to-follow projects Learn to apply data visualization techniques Capture and manipulate webcam audio and video feeds in the browser

This book was developed with the goal of providing an easily understood text for those users of the scanning electron microscope (SEM) who have little or no background in the area. The SEM is routinely used to study the surface structure and chemistry of a wide range of biological and synthetic materials at the micrometer to nanometer scale. Ease-of-use, typically facile sample preparation, and straightforward image interpretation, combined with high resolution, high depth of field, and the ability to undertake microchemical and crystallographic analysis, has made scanning electron microscopy one of the most powerful and versatile techniques for characterization today. Indeed, the SEM is a vital tool for the characterization of nanostructured materials and the development of nanotechnology. However, its wide use by professionals with diverse technical backgrounds—including life science, materials science, engineering, forensics, mineralogy, etc., and in various sectors of government, industry, and academia—emphasizes the need for an introductory text providing the basics of effective SEM imaging.A Beginners' Guide to Scanning Electron Microscopy explains instrumentation, operation, image interpretation and sample preparation in a wide ranging yet succinct and practical text, treating the essential theory of specimen-beam interaction and image formation in a manner that can be effortlessly comprehended by the novice SEM user. This book provides a concise and accessible introduction to the essentials of SEM includes a large number of illustrations specifically chosen to aid readers' understanding of key concepts highlights

recent advances in instrumentation, imaging and sample preparation techniques offers examples drawn from a variety of applications that appeal to professionals from diverse backgrounds.

Write your first code in Java using simple, step-by-step examples that model real-word objects and events, making learning easy. With this book you'll be able to pick up the concepts without fuss. Java for Absolute Beginners teaches Java development in language anyone can understand, giving you the best possible start. You'll see clear code descriptions and layout so that you can get your code running as soon as possible. After reading this book, you'll come away with the basics to get started writing programs in Java. Author Iuliana Cosmina focuses on practical knowledge and getting up to speed quickly—all the bits and pieces a novice needs to get started programming in Java. First, you'll discover how Java is executed, what type of language it is, and what it is good for. With the theory out of the way, you'll install Java, choose an editor such as IntelliJ IDEA, and write your first simple Java program. Along the way you'll compile and execute this program so it can run on any platform that supports Java. As part of this tutorial you'll see how to write high-quality code by following conventions and respecting well-known programming principles, making your projects more professional and efficient. Finally, alongside the core features of Java, you'll learn skills in some of the newest and most exciting features of the language: Generics, Lambda expressions, modular organization, local-variable type inference, and local variable syntax for Lambda expressions. Java for Absolute Beginners gives you all you need to start your Java 9+ programming journey. No experience necessary. What You'll Learn Use data types, operators, and the new stream API Install and use a build tool such as Gradle Build interactive Java applications with JavaFX Exchange data using the new JSON APIs Play with images using multi-resolution APIs Use the publish-subscribe framework Who This Book Is For Those who are new to programming and who want to start with Java.

A Beginner's Guide to Image Multi-Level Thresholding emphasizes various image thresholding methods that are necessary for image pre-processing and initial level enhancement. Explains basic concepts and the implementation of Image Multi-Level Thresholding (grayscale and RGB images) Presents a detailed evaluation in real-time application, including the need for heuristic algorithm, the choice of objective and threshold function, and the evaluation of the outcome Describes how the image thresholding acts as a pre-processing technique and how the region of interest in a medical image is enhanced with thresholding Illustrates integration of the thresholding technique with bio-inspired algorithms Includes current findings and future directions of image multi-level thresholding and its practical implementation Emphasizes the need for multi-level thresholding with suitable examples The book is aimed at graduate students and researchers in image processing, electronics engineering, computer sciences and engineering.

BUY NOW (Will soon return to 19.59) ******Free eBook for customers who purchase the print book from Amazon Are you thinking of learning more about Natural Language Processing (NLP)? This book is for you. It would seek to explain common terms and algorithms in an intuitive way. The authors used a progressive approach whereby we start out slowly and improve on the complexity of our solutions. This book and the accompanying examples, you would be well suited to tackle problems which pique your interests using]NLP. From AI Sciences Publisher Our books may be the best one for beginners; it's a step-by-step guide for any person who wants to start learning Artificial Intelligence and Data Science from scratch. It will help you in preparing a solid foundation and learn any other high-level courses. To get the most out of the concepts that would be covered, readers are advised to adopt a hands on approach which would lead to better mental representations. Target Users The book designed for a variety of target audiences. The most suitable users would include: Anyone who is

intrigued by how algorithms arrive at predictions but has no previous knowledge of the field. Software developers and engineers with a strong programming background but seeking to break into the field of Data Science and NLP. Seasoned professionals in the field of artificial intelligence and machine learning who desire a bird's eye view of current techniques and approaches. What's Inside This Book? Introduction to Natural Language Processing What is Natural Language Processing Perspectivizing NLP: Areas of AI and Their Interdependencies Purpose of Natural Language Processing Text Manipulation Tokenization Stemming Lemmatization Normalization Accessing Text Corpora and Lexical Resources Processing Raw Text Categorizing and Tagging Words NLP Applications Text Classification Sentiment Classification Topic Modelling Question Answering Speech Recognition Machine Translation Word Representation Bag of Words One-Hot Encoding Word Vectors Representation Word2Vec and GloVe Learning to Classify Text Supervised Classification Decision Trees Naive Bayes Classifiers Maximum Entropy Classifiers Deep Learning for NLP What is Deep Learning Feed Forward Neural Networks Recurrent Neural Networks Gated Recurrent Unit Long Short Term Memory Frequently Asked Questions Q: Is this book for me and do I need programming experience? A: If you want to smash NLP concepts and Fundamentals for Beginners from scratch, this book is for you. No need for any coding experience. Q: Does this book include everything I need to become a NLP expert? A: Unfortunately, no. This book is designed for readers taking their first steps in NLP and further learning will be required beyond this book to master all aspects of NLP. Q: Can I have a refund if this book is not fitted for me? A: Yes, Amazon refund you if you aren't satisfied, for more information about the amazon refund service please go to the amazon help platform. We will also be happy to help you if you send us an email at contact@aisciences.net. If you need to see the quality of our job, AI Sciences Company offering you a free eBook in Machine Learning with Python written by the data scientist Alain Kaufmann at http: //aisciences.net/free-books/

Programming Media Art Using Processing: A Beginner's Guide provides an entry-level exploration into visual design through computer programming using the open source and artist-friendly language, Processing. Used by hundreds of students, this learning system breaks lessons down into strategic steps towards fun and creative media art projects. This book provides a linear series of lessons with step-by-step examples that lead to beginning media art projects, including abstract designs, pixel landscapes, rollover animations, and simple video games. Computer programming can be overwhelming for the first-time learner, but this book makes the learning of code more digestible and fun through a full color, well-diagrammed, and deeply explained text presentation. Lessons are rhythmically broken down into digestible parts with code annotations and illustrations that help learners focus on the details one step at a time. The content is legible, flexible, and fun to work with because of its project-based nature. By following the lessons and producing the projects sequentially in this book, readers will develop the beginning foundational skills needed to understand computer programming basics across many languages and also explore the art of graphic design. Ultimately, this is a hands-on, practical guide. To learn more about Margaret Noble's work, please visit her artist's website and educator website.

Are you tired of taking risks, hoping things will pay off big but you are always worried about the risks? Have you been hearing about some of the buzzwords in the world of business like data science, data analysis, and machine learning, but worry they will be too hard for you to catch onto and learn more about? Are you looking for ways to know more about your industry, what products to release, and how to gain a competitive edge overall, without all of the risks? If this sounds like something you have dealt with, then machine learning for Python is the best option for you! This guidebook is going to dive into all of the parts of this that you need to know right now! Inside, we will explore what machine learning is all about, how to add it into Python, and so many of the algorithms and steps you need to really make all of this a reality

for your needs. Inside this guidebook, be prepared to take some of the basics of Python and machine learning, and turn yourself into an expert, someone who knows with certainty that all of your decisions are the right ones, and who has data and information to back them all up. Some of the different topics we will discuss in this guidebook to help make this a reality, and to ensure we can learn and make good predictions, includes: -The basics of machine learning and artificial intelligence. -How to work with Python and machine learning to get started with all the options that work with this topic. -How to work with some of the different Python machine learning algorithms out there for you to choose from. -How to work with a model of machine learning and go through the process of having your computer learn on its own. -More examples of how to work with Python and machine learning together. -The importance of working with neural networks and what all of this can mean to your code. -A look at deep learning and data science that can take your machine learning to the next level. -The steps you need to know to get started with data Preprocessing. -A look at where machine learning and more will be able to help lead us to the future. Working with machine learning for Python is an important topic a lot of businesses are diving into now more than ever. They see the value of working with data science, and what this process can do for them in terms of their success and their sound business decisions. When you are ready to learn how to use machine learning for Python for some of your business and data science needs, make sure to take a look at this guidebook to get started.

Based on their extensive experience with teaching R and statistics to applied scientists, the authors provide a beginner's guide to R. To avoid the difficulty of teaching R and statistics at the same time, statistical methods are kept to a minimum. The text covers how to download and install R, import and manage data, elementary plotting, an introduction to functions, advanced plotting, and common beginner mistakes. This book contains everything you need to know to get started with R.

Understand the essentials of Machine Learning and its impact in financial sector KEY FEATURES ?Explore the spectrum of machine learning and its usage. ?Understand the NLP and Computer Vision and their use cases. ?Understand the Neural Network, CNN, RNN and their applications. ? Understand the Reinforcement Learning and their applications. ?Learn the rising application of Machine Learning in the Finance sector. ?Exposure to data mining, data visualization and data analytics. DESCRIPTION The fields of machining adapting, profound learning, and computerized reasoning are quickly extending and are probably going to keep on doing as such for a long time to come. There are many main impetuses for this, as quickly caught in this review. Now and again, the advancement has been emotional, opening new ways to deal with long-standing innovation challenges, for example, progresses in PC vision and picture investigation. The book demonstrates how to solve some of the most common issues in the financial industry. The book addresses real-life problems faced by practitioners on a daily basis. The book explains how machine learning works on structured data, text, and images. You will cover the exploration of Naïve Bayes, Normal Distribution, Clustering with Gaussian process, advanced neural network, sequence modeling, and reinforcement learning. Later chapters will discuss machine learning use cases in the finance sector and the implications of deep learning. The book ends with traditional machine learning algorithms. Machine Learning has become very important in the finance industry, which is mostly used for better risk management and risk analysis. Better analysis leads to better decisions which lead to an increase in profit for financial institutions. Machine Learning to empower fintech to make massive profits by optimizing processes, maximizing efficiency, and increasing profitability. WHAT WILL YOU LEARN ? You will grasp the most relevant techniques of Machine Learning for everyday use. ? You will be confident in building and implementing ML algorithms. ? Familiarize the adoption of Machine Learning for your business need. ? Discover more advanced concepts applied in banking and other sectors today. ? Build mastery skillset in designing smart AI applications including NLP, Computer Vision and

Deep Learning. WHO THIS BOOK IS FOR Data Scientist, Machine Learning Engineers and Individuals who want to adopt machine learning in the financial domain. Practitioners are working in banks, asset management, hedge funds or working the first time in the finance domain. Individuals who want to learn about applications of machine learning in finance or individuals entering the fintech domain. TABLE OF CONTENTS 1.Introduction 2.Naive Bayes, Normal Distribution and Automatic Clustering Processes 3.Machine Learning for Data Structuring 4.Parsing Data Using NLP 5.Computer Vision 6.Neural Network, GBM and Gradient Descent 7.Sequence Modeling 8.Reinforcement Learning For Financial Markets 9.Finance Use Cases 10.Impact of Machine Learning on Fintech 11.Machine Learning in Finance 12.eKYC and Anti-Fraud Policy 13.Uses of Data Mining and Data Visualization 14.Advantages and Disadvantages of Machine Learning 15.Applications of Machine Learning in Other Industries 16.Ethical considerations in Artificial Intelligence 17.Artificial Intelligence in Banking 18.Common Machine Learning Algorithms 19.Frequently Asked Questions

A Beginners Guide to Data Agglomeration and Intelligent Sensing provides an overview of the Sensor Cloud Platform, Converge-casting, and Data Aggregation in support of intelligent sensing and relaying of information. The book begins with a brief introduction on sensors and transducers, giving readers insight into the various types of sensors and how one can work with them. In addition, it gives several real-life examples to help readers properly understand concepts. An overview of concepts such as wireless sensor networks, cloud platforms, and device-to-cloud and sensor cloud architecture are explained briefly, as is data gathering in wireless sensor networks and aggregation procedures. Final sections explore how to process gathered data and relay the data in an intelligent way, including concepts such as supervised and unsupervised learning, software defined networks, sensor data mining and smart systems. Presents the latest advances in data agglomeration for intelligent sensing Discusses the basic concepts of sensors, real-life applications of sensors and systems, the protocols and applications of wireless sensor networks, the methodology of sensor data accumulation, and real-life applications of Intelligent Sensor Networks Provides readers with an easy-to-learn and understand introduction to the concepts of the cloud platform, Sensor Cloud and Machine Learning

Learning ProcessingA Beginner's Guide to Programming Images, Animation, and InteractionNewnes

Would you like to start programming with Python from scratch? This is the easiest way you can find it! What are you waiting for? Keep reading! This boxset includes: Python Programming for Beginners: The Ultimate Beginner's Guide to Learning the Basics of Python in a Great Crash Course Full of Notions, Tips, and Tricks The PROGRAMMING LANGUAGES ACADEMY has created a targeted learning path within reach of anyone who wants to start programming without appropriate skills. In this book, you will find a real step by step path that will take you from 0 to 100 in a few days!!! Once you start reading, you will appreciate a simple, straightforward, and essential guide. Python Workbook: Learn How to Quickly and Effectively Program with Exercises, Projects, and Solutions Python is easy to read because the code looks a lot like regular English, but don't let this simplicity deceive you: it's one of the most influential and versatile programming languages out there! It powers many of your favorite websites and services, including Instagram, Spotify, and even Google! This book takes you on a practical journey through the fantastic features of Python. Unlike books that focus on theoretical concepts only, this book will show you how Python is used - and encourage you to get creative! Here's what you'll find in this book: Practical programming exercises that will help you apply programming concepts to real-life situations Debugging activities that will teach you to notice errors in Python code quickly Fun projects that will test your knowledge and motivate you to practice even more Valuable tips for mastering Python quickly Learning the basics of any programming language may seem a bit boring at first, but once you've written your first program that does something - even if it's just printing

text on the screen - your excitement and motivation will become unstoppable. Are you ready to start writing Python apps that work? If you're prepared to learn the basics of python programming 7 DAYS FROM TODAY, get a copy of this book today!

Looking for methods that you can use to make yourself more competitive in your industry? Or are you worried about what your customers may think about your products or services? The truth is...In the modern world, data has become fundamental, and companies are finding new ways to use the insights provided by data to improve their bottom line and customer experience. This is sometimes a challenge. There is so much data that figuring out what steps to take, and what is found in that data is not always as easy as we would like. The good news is that working with data science can help you learn more about your customers and your industry, with the use of a simple coding language, and give you the insights and predictions that you need to see some great improvements with your business. And that's what you'll learn in Python for Data Science. Python for Data Science is going to spend some time looking at all of the neat things that we can do with data science, so you can finally beat out the competition and increase your bottom line, all while helping out the customer. You will learn: Why Data Science is so Important in our Fast-Paced World of Today 5 Practical Applications of Data Science Best Data Science Library that will help us to Get our Work Done with Python A Simple Technique to Set Up our Virtual Environment Proven Strategies to Get High-Quality Data Tips and Tricks to Get your Data Organized Data Analytics and Why It is so Important What Machine Learning is all About and How it Fit into your Data Science Projects Learning how data science works and how to complete your own data analysis in the process is going to be very important to the amount of success that you are going to see. Even if you're completely new to data science or you've done some programming before and are looking to switch to an exciting new career track in Data Science, Python for Data Science will teach you all the practical techniques used by real-world data scientists and analysts to solve problems. Would You Like to Know More? Get this Book Now to Master Python for Data Science!

"This book introduces you to R, RStudio, and the tidyverse, a collection of R packages designed to work together to make data science fast, fluent, and fun. Suitable for readers with no previous programming experience"--

As the second title in the Machine Learning for Beginners series, this book teaches beginners to code basic machine learning models using Python. The book is designed for beginners with basic background knowledge of machine learning, including common algorithms such as logistic regression and decision trees. If this doesn't describe your experience or if you need a refresher, key concepts from machine learning in the opening chapter and there are overviews of specific algorithms dispersed throughout this book. For a gentle and more detailed explanation of machine learning theory minus the code, I suggest reading the first book in this series Machine Learning for Absolute Beginners (Second Edition), which is written for a more general audience. In this step-by-step guide you will learn: - To code practical machine learning prediction models using a range of supervised learning algorithms including logistic regression, gradient boosting, and decision trees- Clean and inspect your data using free machine learning libraries- Visualize relationships in your dataset including Heatmaps and Pairplots using just a few lines of simple code- Develop your expertise in managing data using Python

"We finally have the definitive treatise on PyTorch! It covers the basics and abstractions in great detail. I hope this book becomes your extended reference document." —Soumith Chintala, co-creator of PyTorch Key Features Written by PyTorch's creator and key contributors Develop deep learning models in a familiar Pythonic way Use PyTorch to build an image classifier for cancer detection Diagnose problems with your neural network and improve training with data augmentation Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About The Book Every other day we hear about new ways to put deep learning to good use:

improved medical imaging, accurate credit card fraud detection, long range weather forecasting, and more. PyTorch puts these superpowers in your hands. Instantly familiar to anyone who knows Python data tools like NumPy and Scikit-learn, PyTorch simplifies deep learning without sacrificing advanced features. It's great for building quick models, and it scales smoothly from laptop to enterprise. Deep Learning with PyTorch teaches you to create deep learning and neural network systems with PyTorch. This practical book gets you to work right away building a tumor image classifier from scratch. After covering the basics, you'll learn best practices for the entire deep learning pipeline, tackling advanced projects as your PyTorch skills become more sophisticated. All code samples are easy to explore in downloadable Jupyter notebooks. What You Will Learn Understanding deep learning data structures such as tensors and neural networks Best practices for the PyTorch Tensor API, loading data in Python, and visualizing results Implementing modules and loss functions Utilizing pretrained models from PyTorch Hub Methods for training networks with limited inputs Sifting through unreliable results to diagnose and fix problems in your neural network Improve your results with augmented data, better model architecture, and fine tuning This Book Is Written For For Python programmers with an interest in machine learning. No experience with PyTorch or other deep learning frameworks is required. About The Authors Eli Stevens has worked in Silicon Valley for the past 15 years as a software engineer, and the past 7 years as Chief Technical Officer of a startup making medical device software. Luca Antiga is co-founder and CEO of an AI engineering company located in Bergamo, Italy, and a regular contributor to PyTorch. Thomas Viehmann is a Machine Learning and PyTorch speciality trainer and consultant based in Munich, Germany and a PyTorch core developer. Table of Contents PART 1 - CORE PYTORCH 1 Introducing deep learning and the PyTorch Library 2 Pretrained networks 3 It starts with a tensor 4 Real-world data representation using tensors 5 The mechanics of learning 6 Using a neural network to fit the data 7 Telling birds from airplanes: Learning from images 8 Using convolutions to generalize PART 2 - LEARNING FROM IMAGES IN THE REAL WORLD: EARLY DETECTION OF LUNG CANCER 9 Using PyTorch to fight cancer 10 Combining data sources into a unified dataset 11 Training a classification model to detect suspected tumors 12 Improving training with metrics and augmentation 13 Using segmentation to find suspected nodules 14 End-to-end nodule analysis, and where to go next PART 3 - DEPLOYMENT 15 Deploying to production

Summary Generative Art presents both the technique and the beauty of algorithmic art. The book includes high-quality examples of generative art, along with the specific programmatic steps author and artist Matt Pearson followed to create each unique piece using the Processing programming language. About the Technology Artists have always explored new media, and computer-based artists are no exception. Generative art, a technique where the artist creates print or onscreen images by using computer algorithms, finds the artistic intersection of programming, computer graphics, and individual expression. The book includes a tutorial on Processing, an open source programming language and environment for people who want to create images, animations, and interactions. About the Book Generative Art presents both the techniques and the beauty of algorithmic art. In it, you'll find dozens of high-quality examples of generative art, along with the specific steps the author followed to create each unique piece using the Processing programming language. The book includes concise tutorials for each of the technical components required to create the book's images, and it offers countless suggestions for how you can combine and reuse the various techniques to create your own works. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside The principles of algorithmic art A Processing language tutorial Using organic, pseudo-random, emergent, and fractal processes

=====================================?========= Table of Contents Part 1 Creative Coding Generative Art: In Theory and

Practice Processing: A Programming Language for ArtistsPart 2 Randomness and Noise The Wrong Way to Draw A Line The Wrong Way to Draw a Circle Adding Dimensions Part 3 Complexity Emergence Autonomy Fractals

The free, open-source Processing programming language environment was created at MIT for people who want to develop images, animation, and sound. Based on the ubiquitous Java, it provides an alternative to daunting languages and expensive proprietary software. This book gives graphic designers, artists and illustrators of all stripes a jump start to working with processing by providing detailed information on the basic principles of programming with the language, followed by careful, step-by-step explanations of select advanced techniques. The author teaches computer graphics at NYU's Tisch School of the Arts, and his book has been developed with a supportive learning experience at its core. From algorithms and data mining to rendering and debugging, it teaches object-oriented programming from the ground up within the fascinating context of interactive visual media. Previously announced as "Pixels, Patterns, and Processing" *A guided journey from the very basics of computer programming through to creating custom interactive 3D graphics *Step-by-step examples, approachable language, exercises, and LOTS of sample code support the reader's learning curve *Includes lessons on how to program live video, animated images and interactive sound

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