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# Download Free Download Nokia Lumia 720 User Manual Guide

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## **5TJK3W - FREDERICK SWANSON**

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The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming

book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods

and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers

who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from <http://introprogramming.info>. Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: <http://www.introprogramming.info> License: CC-Attribution-Share-Alike Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming, C#, CSharp, C# book, tutorial, C# tutorial; programming concepts, programming fundamentals, compiler, Visual Studio, .NET, .NET Framework, data types, variables, expressions, statements, console, conditional statements, control-flow logic, loops, arrays, numeral systems, methods, strings, text processing,

StringBuilder, exceptions, exception handling, stack trace, streams, files, text files, linear data structures, list, linked list, stack, queue, tree, balanced tree, graph, depth-first search, DFS, breadth-first search, BFS, dictionaries, hash tables, associative arrays, sets, algorithms, sorting algorithm, searching algorithms, recursion, combinatorial algorithms, algorithm complexity, OOP, object-oriented programming, classes, objects, constructors, fields, properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous types, lambda expressions, LINQ, code quality, high-quality code, high-quality classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving, problem solving methodology, 9789544007737, 9544007733

This updated and expanded second edition of Book provides a user-friendly introduction to the subject, Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the

use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for all those interested in the subject . We hope you find this book useful in shaping your future career & Business.

Wall Street Journal Bestseller From the acclaimed author of Turn the Ship Around!, former US Navy Captain David Marquet, comes a radical new playbook for empowering your team to make better decisions and take greater ownership. You might imagine that an effective leader is someone who makes quick, intelligent decisions, gives inspiring speeches, and issues clear orders to their team so they can execute a plan to achieve your organization's goals. Unfortunately, David Marquet argues, that's an outdated model of leadership that just doesn't work anymore. As a leader in today's networked, information--dense business climate, you don't have full visibility into your organization or the ground reality of your operating environment. In order to harness the eyes, ears, and minds of your people, you need to foster a climate of collaborative experimenta-

tion that encourages people to speak up when they notice problems and work together to identify and test solutions. Too many leaders fall in love with the sound of their own voice, and wind up dictating plans and digging in their heels when problems begin to emerge. Even when you want to be a more collaborative leader, you can undermine your own efforts by defaulting to command-and-control language we've inherited from the industrial era. It's time to ditch the industrial age playbook of leadership. In *Leadership is Language*, you'll learn how choosing your words can dramatically improve decision-making and execution on your team. Marquet outlines six plays for all leaders, anchored in how you use language:

- Control the clock, don't obey the clock: Pre-plan decision points and give your people the tools they need to hit pause on a plan of action if they notice something wrong.
- Collaborate, don't coerce: As the leader, you should be the last one to offer your opinion. Rather than locking your team into binary responses ("Is this a good plan?"), allow them to answer on a scale ("How confident are you about this plan?")
- Commit, don't comply: Rather than ex-

pect your team to comply with specific directions, explain your overall goals, and get their commitment to achieving it one piece at a time.

- Complete, not continue: If every day feels like a repetition of the last, you're doing something wrong. Articulate concrete plans with a start and end date to align your team.
- Improve, don't prove: Ask your people to improve on plans and processes, rather than prove that they can meet fixed goals or deadlines. You'll face fewer cut corners and better long-term results.
- Connect, don't conform: Flatten hierarchies in your organization and connect with your people to encourage them to contribute to decision-making. In his last book, *Turn the Ship Around!*, Marquet told the incredible story of abandoning command-and-control leadership on his submarine and empowering his crew to turn the worst performing submarine to the best performer in the fleet. Now, with *Leadership is Language* he gives businesspeople the tools they need to achieve such transformational leadership in their organizations.

"A gripping tale told by a gifted writer."-- Beverly Lewis

Caroline Fletcher is caught in a nation split apart and torn between

the ones she loves and a truth she can't deny. The daughter of a wealthy slave-holding family from Richmond, Virginia, Caroline Fletcher is raised to believe slavery is God-ordained and acceptable. But on awakening to its cruelty and injustice, her eyes are opened to the men and women who have cared tirelessly for her. At the same time, her father and her fiance, Charles St. John, are fighting for the Confederacy and their beloved way of life and traditions. Where does Caroline's loyalty lie? Emboldened by her passion to make a difference and her growing faith, will she risk everything she holds dear?

*Microbiology For Dummies* (9781119544425) was previously published as *Microbiology For Dummies* (9781118871188). While this version features a new Dummies cover and design, the content is the same as the prior release and should not be considered a new or updated product. Microbiology is the study of life itself, down to the smallest particle. Microbiology is a fascinating field that explores life down to the tiniest level. Did you know that your body contains more bacteria cells than human cells? It's

true. Microbes are essential to our everyday lives, from the food we eat to the very internal systems that keep us alive. These microbes include bacteria, algae, fungi, viruses, and nematodes. Without microbes, life on Earth would not survive. It's amazing to think that all life is so dependent on these microscopic creatures, but their impact on our future is even more astonishing. Microbes are the tools that allow us to engineer hardier crops, create better medicines, and fuel our technology in sustainable ways. Microbes may just help us save the world. *Microbiology For Dummies* is your guide to understanding the fundamentals of this enormously-encompassing field. Whether your career plans include microbiology or another science or health specialty, you need to understand life at the cellular level before you can understand anything on the macro scale. Explore the difference between prokaryotic and eukaryotic cells Understand the basics of cell function and metabolism Discover the differences between pathogenic and symbiotic relationships Study the mechanisms that keep different organisms active and alive You need to know how cells work, how they get nutrients, and how they die.

You need to know the effects different microbes have on different systems, and how certain microbes are integral to ecosystem health. Microbes are literally the foundation of all life, and they are everywhere. *Microbiology For Dummies* will help you understand them, appreciate them, and use them.

The bestselling guide to Exchange Server, fully updated for the newest version Microsoft Exchange Server 2013 is touted as a solution for lowering the total cost of ownership, whether deployed on-premise or in the cloud. Like the earlier editions, this comprehensive guide covers every aspect of installing, configuring, and managing this multifaceted collaboration system. It offers Windows systems administrators and consultants a complete tutorial and reference, ideal for anyone installing Exchange Server for the first time or those migrating from an earlier Exchange Server version. Microsoft Exchange Server 2013 is a messaging system that allows for access to e-mail, voicemail, and calendars from a variety of devices and any location, making it ideal for the enterprise. With more than 21,000 copies of earlier editions sold, this comprehensive guide offers sys-

tems administrators and consultants both a tutorial and a reference guide for installing and managing Exchange Server 2013. A team of Microsoft Certified Masters walks you step by step through planning and design, installation, administration and management, maintenance, and more. *Mastering Microsoft Exchange Server 2013* is the complete reference for planning, installing, and maintaining the most popular e-mail server product available.

*Summary Windows Phone 7 in Action* is a hands-on guide to building mobile applications for WP. Written for developers who already know their way around Visual Studio, this book zips through the basics, including an intro to WP7 and Metro. Then, it moves on to the nuts and bolts of building great phone apps. About the Technology *Windows Phone 7* is a powerful mobile platform sporting the same Metro interface as Windows 8. It offers a rich environment for apps, browsing, and media. Developers code the OS and hardware using familiar .NET tools like C# and XAML. And the new Windows Store offers an app marketplace reaching millions of users. About the Book *Windows Phone 7 in Action* is a hands-on guide to programming the WP7 platform. It

zips through standard phone, text, and email controls and dives head-first into how to build great mobile apps. You'll master the hardware APIs, access web services, and learn to build location and push applications. Along the way, you'll see how to create the stunning visual effects that can separate your apps from the pack. Written for developers familiar with .NET and Visual Studio. No WP7 or mobile experience is required. Purchase includes free PDF, ePub, and Kindle eBooks downloadable at [manning.com](http://manning.com). What's Inside Full introduction to WP7 and Metro HTML5 hooks for media, animation, and more XNA for stunning 3D graphics Selling apps in the Windows Store About the Authors Timothy Binkley-Jones is a software engineer with extensive experience developing commercial IT, web, and mobile applications. Massimo Perga is a software engineer at Microsoft and Michael Sync is a solution architect for Silverlight and WP7. Table of Contents4>PART 1 INTRODUCING WINDOWS PHONE A new phone, a new operating system Creating your first Windows Phone applicationPART 2 CORE WINDOWS PHONE Fast application switching and scheduled actions Launching tasks and choosers Stor-

ing data Working with the camera Integrating with the Pictures and Music + Videos Hubs Using sensors Network communication with push notifications and sockets PART 3 SILVERLIGHT FOR WINDOWS PHONE ApplicationBar, Panorama, and Pivot controls Building Windows Phone UI with Silverlight controls Manipulating and creating media with MediaElement Using Bing Maps and the browser PART 4 SILVERLIGHT AND THE XNA FRAMEWORK Integrating Silverlight with XNA XNA input handling

The Windows Phone 7 platform, now recently updated, provides a remarkable opportunity for Windows developers to create state-of-the-art mobile applications using their existing skills and a familiar toolset. Pro Windows Phone 7 Development, Second Edition helps you unlock the potential of this platform and create dazzling, visually rich, and highly functional applications for the Windows Phone Marketplace—including using new features like copy-and-paste and API improvements in the NoDo and Mango update waves. For developers new to the Windows Phone platform—whether .NET, iPhone, or Android developers—this book starts by introducing

the features and specifications of the Windows Phone series, and then leads you through the complete application development process. You'll learn how to use Microsoft technologies like Silverlight, .NET, the XNA Framework, Visual Studio, and Expression Blend effectively, how to take advantage of the device's sensors with the location service, accelerometer, and touch, how to make your apps location-aware using GPS data, how to utilize the rich media capabilities of the Windows Phone series, and much more. Finally, you'll receive a full tutorial on how to publish and sell your application through the Windows Phone Marketplace. And in this second edition, learn quickly and easily how to take advantage of new API capabilities and HTML5 support right in your browser.

Authoritative, hands-on guidance for Skype Business administrators Mastering Skype for Business 2015 gives administrators the comprehensive coverage they need to effectively utilize Skype for Business. Fully up to date for the 2015 release, this guide walks you through industry best practices for planning, design, configuration, deployment, and management with

clear instruction and plenty of hands-on exercises. Case studies illustrate the real-world benefits of Unified Communication, and provide expert experiences working with Skype for Business. From server roles, infrastructure, topology, and security to telephony, cloud deployment, and troubleshooting, this guide provides the answers you need and the insight that will make your job easier. Sample automation scripts help streamline your workflow, and full, detailed coverage helps you exploit every capability Skype for Business has to offer. Skype for Business enables more robust video conferencing, and integrates with Office, Exchange, and SharePoint for better on-premises and cloud operations. Organizations are turning to Skype for Business as a viable PBX replacement, and admins need to be up to speed and ready to go. This book provides the clear, explicit instructions you need to: Design, configure, and manage IM, voice mail, PBX, and VoIP Connect to Exchange and deploy Skype for Business in the cloud Manage UC clients and devices, remote access, federation, and public IM Automate management tasks, and implement cross-team backup-and-restore The 2015 version is the

first Skype to take advantage of the Windows 10 'touch first' capabilities to provide fast, natural, hands-on control of communications, and users are eager to run VoIP, HD video conferencing, collaboration, instant messaging, and other UC features on their mobile devices. Mastering Skype for Business 2015 helps you get Skype for Business up and running quickly, with hands-on guidance and expert insight.

The essential interaction design guide, fully revised and updated for the mobile age About Face: The Essentials of Interaction Design, Fourth Edition is the latest update to the book that shaped and evolved the landscape of interaction design. This comprehensive guide takes the worldwide shift to smartphones and tablets into account. New information includes discussions on mobile apps, touch interfaces, screen size considerations, and more. The new full-color interior and unique layout better illustrate modern design concepts. The interaction design profession is blooming with the success of design-intensive companies, priming customers to expect "design" as a critical ingredient of marketplace success. Consumers have little tolerance for websites, apps, and devices that don't live up

to their expectations, and the responding shift in business philosophy has become widespread. About Face is the book that brought interaction design out of the research labs and into the everyday lexicon, and the updated Fourth Edition continues to lead the way with ideas and methods relevant to today's design practitioners and developers. Updated information includes: Contemporary interface, interaction, and product design methods Design for mobile platforms and consumer electronics State-of-the-art interface recommendations and up-to-date examples Updated Goal-Directed Design methodology Designers and developers looking to remain relevant through the current shift in consumer technology habits will find About Face to be a comprehensive, essential resource.

The great Nokia turnaround—universal business lessons for leaders in any industry Nokia once dominated the smartphone industry. It was to mobile phones was Kleenex is to facial tissues. Then iPhones and Androids appeared out of nowhere and pushed Nokia off the cliff. In just four years, the company lost over 90 percent of its value. Revenues were in freefall; mas-

sive layoffs became common. Pundits predicted that bankruptcy wasn't a matter of if, it was a matter of when. Then something equally shocking occurred. In record time, Nokia bounced back. With a vengeance. Nokia reinvented itself and is now the second-biggest player in the \$100 billion-dollar global wireless market. In *Transforming Nokia*, the man who orchestrated and led Nokia's comeback—Chairman of the Board Risto Siilasmaa—reveals the story of Nokia's fall and resurrection. He reveals the inside story of the collapse and provides survival strategies and change-management methods any business leader can take to the bank. You'll learn how to harness the power of what Siilasmaa calls "paranoid optimism" and apply his winning entrepreneurial leadership model to rise above any challenge and drive sustainable success. Whether you lead a team or a corporate division, head a start-up or a massive organization, and whether your business is on the rocks or running smoothly, *Transforming Nokia* provides everything you need to sharpen your foresight, expand your options, seize opportunities, and thrive, no matter what changes tomorrow brings.

The mystery is revealed at last in detailed color diagrams and explanations, graphically depicting the technologies that make the Internet work and how they fit together. You'll be able to understand and even one-up your computer geek friends after reading chapters on the Internet's underlying architecture, communication on the Internet, how the Web works, multimedia, and security and parental controls. For anyone interested in the Internet. Annotation copyrighted by Book News, Inc., Portland, OR

In just 24 sessions of one hour or less, you'll learn how to build high performance games for Windows Phone 7 with Microsoft's free XNA 4.0 toolset. Using this book's straightforward, step-by-step approach, you'll master all the skills you need to design, develop, test, and publish highly playable games for any WP7 device. You'll learn how to integrate game logic, touch screen user input, bitmaps, animations, audio, physics effects, GPS location services, and more. Each lesson builds on what you've already learned, culminating in the construction of a complete game--and giving you a rock-solid foundation for real-

world success! Step-by-step instructions carefully walk you through the most common Windows Phone 7 game development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Learn how to... Develop fast, playable Windows Phone 7 games with XNA 4.0 Get and manage user touch screen input Draw 2D bitmapped images, and bring them to life as sprites Transform sprites using rotation, scaling, and velocity calculations Detect and handle collisions between game objects Create surprisingly realistic animation effects Master sophisticated finite state programming techniques Integrate GPS Location Services into your game Make the most of Windows Phone audio Read, write, and save game files Create your game's Graphical User Interface (GUI) Implement realistic physics effects, including gravity and acceleration Tweak gameplay to make your games more fun Written in an easy to follow manner with

practical exercises, this book takes you through every aspect of Anime Studio, guiding you to create your own original cartoon. Learning Anime Studio is for newcomers to Anime Studio or animation in general. Hobbyists and newcomers with ambitions of being an animator will get the most out of this book. However, intermediate and long time users will be able to use various chapters as a reference to some of Anime Studio's tools and features. The book also serves as a guide for the new enhancements introduced in Anime Studio Pro 10.

H.264 Advanced Video Coding or MPEG-4 Part 10 is fundamental to a growing range of markets such as high definition broadcasting, internet video sharing, mobile video and digital surveillance. This book reflects the growing importance and implementation of H.264 video technology. Offering a detailed overview of the system, it explains the syntax, tools and features of H.264 and equips readers with practical advice on how to get the most out of the standard. Packed with clear examples and illustrations to explain H.264 technology in an accessible and practical way. Covers basic video coding concepts,

video formats and visual quality. Explains how to measure and optimise the performance of H.264 and how to balance bitrate, computation and video quality. Analyses recent work on scalable and multi-view versions of H.264, case studies of H.264 codecs and new technological developments such as the popular High Profile extensions. An invaluable companion for developers, broadcasters, system integrators, academics and students who want to master this burgeoning state-of-the-art technology. "[This book] unravels the mysteries behind the latest H.264 standard and delves deeper into each of the operations in the codec. The reader can implement (simulate, design, evaluate, optimize) the codec with all profiles and levels. The book ends with extensions and directions (such as SVC and MVC) for further research." Professor K. R. Rao, The University of Texas at Arlington, co-inventor of the Discrete Cosine Transform

A practical guide to implementing your enterprise data lake using Lambda Architecture as the base About This Book Build a full-fledged data lake for your organization with popular big data technologies using the Lambda architecture as the base

Delve into the big data technologies required to meet modern day business strategies A highly practical guide to implementing enterprise data lakes with lots of examples and real-world use-cases Who This Book Is For Java developers and architects who would like to implement a data lake for their enterprise will find this book useful. If you want to get hands-on experience with the Lambda Architecture and big data technologies by implementing a practical solution using these technologies, this book will also help you. What You Will Learn Build an enterprise-level data lake using the relevant big data technologies Understand the core of the Lambda architecture and how to apply it in an enterprise Learn the technical details around Sqoop and its functionalities Integrate Kafka with Hadoop components to acquire enterprise data Use flume with streaming technologies for stream-based processing Understand stream-based processing with reference to Apache Spark Streaming Incorporate Hadoop components and know the advantages they provide for enterprise data lakes Build fast, streaming, and high-performance applications using Elastic-Search Make your data ingestion process



consistent across various data formats with configurability. Process your data to derive intelligence using machine learning algorithms. In Detail The term "Data Lake" has recently emerged as a prominent term in the big data industry. Data scientists can make use of it in deriving meaningful insights that can be used by businesses to redefine or transform the way they operate. Lambda architecture is also emerging as one of the very eminent patterns in the big data landscape, as it not only helps to derive useful information from historical data but also correlates real-time data to enable business to take critical decisions. This book tries to bring these two important aspects — data lake and lambda architecture—together. This book is divided into three main sections. The first introduces you to the concept of data lakes, the importance of data lakes in enterprises, and getting you up-to-speed with the Lambda architecture. The second section delves into the principal components of building a data lake using the Lambda architecture. It introduces you to popular big data technologies such as Apache Hadoop, Spark, Sqoop, Flume, and ElasticSearch. The third section is a highly practical demonstration

of putting it all together, and shows you how an enterprise data lake can be implemented, along with several real-world use-cases. It also shows you how other peripheral components can be added to the lake to make it more efficient. By the end of this book, you will be able to choose the right big data technologies using the lambda architectural patterns to build your enterprise data lake. Style and approach The book takes a pragmatic approach, showing ways to leverage big data technologies and lambda architecture to build an enterprise-level data lake.

In every field of mass communications—advertising, entertainment studies, journalism, public relations, radio-television-film, tourism, and visual reporting—professionals understand the importance of storytelling. Regardless of whether the finished product is a commercial, an in-depth investigative piece, a public service campaign, an independent documentary, a travelogue, or a collection of photographs, effective storytelling requires a combination of creativity, empathy, and expertise. Through the innovative technologies and techniques described in this textbook, stu-

dents will learn how to turn passive readers and viewers into engaged and regular users. The sixteen chapters each include a brief introduction, assignments, simple-to-follow step-by-step exercises, and sources for additional information in which users will learn to produce apps, informational graphics, quick response codes, quizzes, simulations, smartphone and table icons, social media campaigns, three-dimensional pictures, and video. Students will work with the following programs: Blogger, Dreamweaver, Excel, Facebook, GeoCommons, Google Maps, Illustrator, Imgur, iMovie, Infogram, iShowU, JavaScript, Just-Give, Kaywa, Kickstarter, LinkedIn, Onvert, Photoshop, Pixel Resort, QuickTime, Reddit, Second Life, SurveyMonkey, TheApp-Builder, Twitter, Vizualize, Wikipedia, Word, WordPress, and YouTube. When digital innovations are added to traditional print and screen presentations, a media user is not only allowed to interact with the information but can also physically engage with the story displayed. Giving students the tools they need to transform their storytelling in this manner is the ultimate goal of this textbook.

Windows 8 is quite different than previous

Microsoft operating systems, but it's still eminently hackable. With this book, you'll learn how to make a variety of modifications, from speeding up boot time and disabling the Lock screen to hacking native apps and running Windows 8 on a Mac. And that's just the beginning. You'll find more than 100 standalone hacks on performance, multimedia, networking, the cloud, security, email, hardware, and more. Not only will you learn how to use each hack, you'll also discover why it works. Add folders and other objects to the Start screen Run other Windows versions inside Windows 8 Juice up performance and track down bottlenecks Use the SkyDrive cloud service to sync your files everywhere Speed up web browsing and use other PCs on your home network Secure portable storage and set up a virtual private network Hack Windows 8 Mail and services such as Outlook Combine storage from different devices into one big virtual disk Take control of Window 8 setting with the Registry

"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 documen-

t." —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

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In-depth instruction and practical techniques for building with the BeagleBone embedded Linux platform Exploring BeagleBone is a hands-on guide to bringing gadgets, gizmos, and robots to life using the popular BeagleBone embedded Linux platform. Comprehensive content and

deep detail provide more than just a BeagleBone instruction manual—you'll also learn the underlying engineering techniques that will allow you to create your own projects. The book begins with a foundational primer on essential skills, and then gradually moves into communication, control, and advanced applications using C/C++, allowing you to learn at your own pace. In addition, the book's companion website features instructional videos, source code, discussion forums, and more, to ensure that you have everything you need. The BeagleBone's small size, high performance, low cost, and extreme adaptability have made it a favorite development platform, and the Linux software base allows for complex yet flexible functionality. The BeagleBone has applications in smart buildings, robot control, environmental sensing, to name a few; and, expansion boards and peripherals dramatically increase the possibilities. Exploring BeagleBone provides a reader-friendly guide to the device, including a crash course in computer engineering. While following step by step, you can: Get up to speed on embedded Linux, electronics, and programming Master interfacing electronic circuits,

buses and modules, with practical examples Explore the Internet-connected BeagleBone and the BeagleBone with a display Apply the BeagleBone to sensing applications, including video and sound Explore the BeagleBone's Programmable Real-Time Controllers Hands-on learning helps ensure that your new skills stay with you, allowing you to design with electronics, modules, or peripherals even beyond the BeagleBone. Insightful guidance and online peer support help you transition from beginner to expert as you master the techniques presented in Exploring BeagleBone, the practical handbook for the popular computing platform.

Get more out of Microsoft Power BI turning your data into actionable insights About This Book From connecting to your data sources to developing and deploying immersive, mobile-ready dashboards and visualizations, this book covers it all Over 90 hands-on, technical recipes, tips, and use cases from across the Power BI platform including the Power BI Service and Mobile Applications Proven development techniques and guidance for implementing custom solutions with DAX and M languages

Who This Book Is For This book is for BI professionals who wish to enhance their knowledge of Power BI beyond and to enhance the value of the Power BI solutions they deliver to business users. Those who are looking at quick solutions to common problems while using Power BI will also find this book to be a very useful resource. Some experience with Power BI will be useful. What You Will Learn Cleanse, stage, and integrate your data sources with Power BI Abstract data complexities and provide users with intuitive, self-service BI capabilities Build business logic and analysis into your solutions via the DAX programming language and dynamic, dashboard-ready calculations Take advantage of the analytics and predictive capabilities of Power BI Make your solutions more dynamic and user specific and/or defined including use cases of parameters, functions, and row level security Understand the differences and implications of DirectQuery, Live Connections, and Import-Mode Power BI datasets and how to deploy content to the Power BI Service and schedule refreshes Integrate other Microsoft data tools such as Excel and SQL Server Reporting Services into your Power BI solu-

tion In Detail Microsoft Power BI is a business intelligence and analytics platform consisting of applications and services designed to provide coherent, visual and interactive insights of data. This book will provide thorough, technical examples of using all primary Power BI tools and features as well as demonstrate high impact end-to-end solutions that leverage and integrate these technologies and services. Get familiar with Power BI development tools and services, go deep into the data connectivity and transformation, modeling, visualization and analytical capabilities of Power BI, and see Power BI's functional programming languages of DAX and M come alive to deliver powerful solutions to address common, challenging scenarios in business intelligence. This book will excite and empower you to get more out of Power BI via detailed recipes, advanced design and development tips, and guidance on enhancing existing Power BI projects. Style and approach This book consists of practical recipes on Power BI that target novices as well as intermediate Power BI users. It goes deep into the technical issues, covers additional protocols, and many more real-live examples.

With the second edition of this popular book, you'll learn how to build HTML5 and CSS3-based apps that access geolocation, accelerometer, multi-touch screens, offline storage, and other features in today's smartphones, tablets, and feature phones. The market for mobile apps continues to evolve at a breakneck pace, and this book is the most complete reference available for the mobile web. Author and mobile development expert Maximiliano Firtman shows you how to develop a standard app core that you can extend to work with specific devices. This updated edition covers many recent advances in mobile development, including responsive web design techniques, offline storage, mobile design patterns, and new mobile browsers, platforms, and hardware APIs. Learn the particulars and pitfalls of building mobile websites and apps with HTML5, CSS, JavaScript and responsive techniques Create effective user interfaces for touch devices and different resolution displays Understand variations among iOS, Android, Windows Phone, BlackBerry, Firefox OS, and other mobile platforms Bypass the browser to create native web apps, ebooks, and PhoneGap applications Build apps for

browsers and online retailers such as the App Store, Google Play Store, Windows Store, and App World

User experience design is the discipline of creating a useful and usable Web site or application that's easily navigated and meets the needs of the site owner and its users. There's a lot more to successful UX design than knowing the latest Web technologies or design trends: It takes diplomacy, management skills, and business savvy. That's where the updated edition of this important book comes in. With new information on design principles, mobile and gestural interactions, content strategy, remote research tools and more, you'll learn to: Recognize the various roles in UX design, identify stakeholders, and enlist their support Obtain consensus from your team on project objectives Understand approaches such as Waterfall, Agile, and Lean UX Define the scope of your project and avoid mission creep Conduct user research in person or remotely, and document your findings Understand and communicate user behavior with personas Design and prototype your application or site Plan for development, product rollout, and ongoing quality assurance

The Windows Phone 7 platform provides a remarkable opportunity for Windows developers to create state-of-the-art mobile applications using their existing skills and a familiar toolset. For iOS and Android developers, this book provides the right level of content to help developers rapidly come up to speed on Windows Phone. Pro Windows Phone 7 Development will help you unlock the potential of this platform and create dazzling, visually rich, and highly functional applications for the Windows Phone Marketplace. For developers new to the Windows Phone 7 platform, whether .NET, iPhone, or Android developers, this book starts by introducing you to the features and specifications of the Windows Phone series, and then leads you through the complete application development process. You'll learn how to use Microsoft technologies like Silverlight, .NET, the XNA Framework, Visual Studio, and Expression Blend effectively, how to take advantage of the available sensors such as the location service, accelerometer, and touch, make your apps location-aware using GPS data, utilize the rich media capabilities of the Windows Phone series, and much more. Finally, you'll receive a full tutorial

on how to publish and sell your application through the Windows Phone Marketplace.

Build and optimize Windows Phone 8 apps for performance and security Drill into Windows Phone 8 design and architecture, and learn best practices for building phone apps for consumers and the enterprise. Written by two senior members of the core Windows Phone Developer Platform team, this hands-on book gets you up to speed on the Windows 8 core features and application model, and shows you how to build apps with managed code in C# and native code in C++. You'll also learn how to incorporate Windows Phone 8 features such as speech, the Wallet, and in-app purchase. Discover how to: Create UIs with unique layouts, controls, and gesture support Manage databinding with the Model View View-Model pattern Build apps that target Windows Phone 8 and Windows Phone 7 Use built-in sensors, including the accelerometer and camera Consume web services and connect to social media apps Share code across Windows Phone 8 and Windows 8 apps Build and deploy company hub apps for the enterprise Start developing games using Direct3D Test your app

and submit it to the Windows Phone Store Presents a guide to Office Professional 2013, describing such tasks as creating documents, spreadsheets, and slide presentations; managing email; and organizing notes, covering the Microsoft programs Word, Excel, Access, OneNote, Publisher, Outlook, and PowerPoint.

Are you a fan of the classic TV sitcom *Fawlty Towers*? This quiz book will test you, your family and friends knowledge of the show, with questions on the cast, characters, production, and shows. Show how much you know with this fun quiz book.

Windows Phone 8 Recipes is a problem-solution based guide to the Windows Phone 8 platform. Recipes are grouped according to features of the platform and ways of interacting with the device. Solutions are given in C# and XAML, so you can take your existing .NET skills and apply them to this exciting new venture. Not sure how to get started? No need to worry, there's a recipe for that! Always wondered what it takes to add cool features like gesture support, maps integration, or speech recognition into your app? We've got it covered! Already have a portfolio of Windows Phone 7 apps that needs to be upgraded? We have a

recipe for that too! The book starts by guiding you through the setup of your development environment, including links to useful tools and resources. Core chapters range from coding live tiles and notifications to interacting with the camera and location sensor. Later chapters cover external services including Windows Azure Mobile Services, the Live SDK, and the Microsoft Advertising SDK, so you can take your app to a professional level. Finally, you'll find out how to publish and maintain your app in the Windows Phone Store. Whether you're migrating from Windows Phone 7 or starting from scratch, Windows Phone 8 Recipes has the code you need to bring your app idea to life.

Brave NUI World is the first practical guide for designing touch- and gesture-based user interfaces. Written by the team from Microsoft that developed the multi-touch, multi-user Surface® tabletop product, it introduces the reader to natural user interfaces (NUI). It gives readers the necessary tools and information to integrate touch and gesture practices into daily work, presenting scenarios, problem solving, metaphors, and techniques intended to avoid

making mistakes. This book considers diverse user needs and context, real world successes and failures, and the future of NUI. It presents thirty scenarios, giving practitioners a multitude of considerations for making informed design decisions and helping to ensure that missteps are never made again. The book will be of value to game designers as well as practitioners, researchers, and students interested in learning about user experience design, user interface design, interaction design, software design, human computer interaction, human factors, information design, and information architecture. Provides easy-to-apply design guidance for the unique challenge of creating touch- and gesture-based user interfaces Considers diverse user needs and context, real world successes and failures, and a look into the future of NUI Presents thirty scenarios, giving practitioners a multitude of considerations for making informed design decisions and helping to ensure that missteps are never made again

The Microsoft TV and Movie app also referred to as Film and TV app and Xbox Video, depending on the country you are in and the device you happen to be using.

The app was developed in October 2012 as a digital movie service that provides full length movies and TV series for rental as well as purchase. This app is available on the Xbox 360, Xbox One, Windows 8 and newer as well as the Windows Phone 8 and newer; you can use it directly from the web. It offers up to 400, 000 films and television series, with a free preview of up to 1 minute.

The Most Complete, Up-to-Date Multimedia Guide Thoroughly updated to cover the latest technologies, including mobile multimedia, this full-color resource prepares you for a successful multimedia career by teaching you the fundamental concepts and required skills. *Multimedia: Making It Work*, Ninth Edition explains how to integrate text, images, sound, animation, and video into compelling projects. Multimedia project planning, costs, design, production, talent acquisition, testing, and delivery are also discussed. Chapter-ending quizzes reinforce key concepts and hands-on lab projects allow you to apply your new skills. Learn how to: Master the essential elements of multimedia, including text, images, sound, animation, and video Incorporate bitmap, vector, and 3-D images Re-

cord and edit digital audio and use MIDI Create computer-generated animations Shoot and edit digital video Select the best hardware, software, and authoring tools for your project Determine the scope and cost of a multimedia project n Design, produce, and test your project Acquire the best content and talent for your budget Design dynamic Web content Create apps for mobile devices, including tablets, readers, and smartphones Deliver multimedia over the Internet, in an app store, and on CD-ROM and DVD Each chapter includes: Learning objectives Full-color illustrations and screenshots Helpful notes, tips, and warnings Chapter summaries and key term lists End-of-chapter quizzes and lab projects This book is intended for students enrolled in an instructor-led course and does not provide correct answers for the end-of-chapter quizzes or access to the instructor's resource materials. If you are an instructor, please contact your McGraw-Hill Education sales representative for details. Get more out of Microsoft Power BI turning your data into actionable insights About This Book\* From connecting to your data sources to developing and deploying immersive, mobile-ready dashboards and vi-

sualizations, this book covers it all\* Over 90 hands-on, technical recipes, tips, and use cases from across the Power BI platform including the Power BI Service and Mobile Applications\* Proven development techniques and guidance for implementing custom solutions with DAX and M languages Who This Book Is For This book is for BI professionals who wish to enhance their knowledge of Power BI beyond and to enhance the value of the Power BI solutions they deliver to business users. Those who are looking at quick solutions to common problems while using Power BI will also find this book to be a very useful resource .Some experience with Power BI will be useful. What You Will Learn\* Cleanse, stage, and integrate your data sources with Power BI\* Abstract data complexities and provide users with intuitive, self-service BI capabilities\* Build business logic and analysis into your solutions via the DAX programming language and dynamic, dashboard-ready calculations\* Take advantage of the analytics and predictive capabilities of Power BI\* Make your solutions more dynamic and user specific and/or defined including use cases of parameters, functions, and row level securi-

ty\* Understand the differences and implications of DirectQuery, Live Connections, and Import-Mode Power BI datasets and how to deploy content to the Power BI Service and schedule refreshes\* Integrate other Microsoft data tools such as Excel and SQL Server Reporting Services into your Power BI solutionIn DetailMicrosoft Power BI is a business intelligence and analytics platform consisting of applications and services designed to provide coherent, visual and interactive insights of data.This book will provide thorough, technical examples of using all primary Power BI tools and features as well as demonstrate high impact end-to-end solutions that leverage and integrate these technologies and services. Get familiar with Power BI development tools and services, go deep into the data connectivity and transformation, modeling, visualization and analytical capabilities of Power BI, and see Power BI's functional programming languages of DAX and M come alive to deliver powerful solutions to address common, challenging scenarios in business intelligence.This book will excite and empower you to get more out of Power BI via detailed recipes, advanced design and development tips, and

guidance on enhancing existing Power BI projects.Style and approachThis book consists of practical recipes on Power BI that target novices as well as intermediate Power BI users. It goes deep into the technical issues, covers additional protocols, and many more real-live examples.

This second Preview Edition ebook, now with 16 chapters, is about writing applications for Xamarin.Forms, the new mobile development platform for iOS, Android, and Windows phones unveiled by Xamarin in May 2014. Xamarin.Forms lets you write shared user-interface code in C# and XAML that maps to native controls on these three platforms.

See your iPad 2 in a whole new way! As the amazing iPad continues to evolve, so does this feature-rich book. As colorful, and accessible as your new iPad 2, this book is the iPad's perfect companion. Open it and find over a hundred tasks succinctly explained using easy-to-follow, side-by-side, full-color screenshots. Want to download books or apps or videos? Send photos or emails? Sync with your other devices? Learn how and much more in this practical, visual guide. Helps you

get the most out of the new Apple iPad 2 Shows you how to download apps from the App Store, send photos or emails, access rich multimedia content and social media, use the multi-touch display, and more Uses easy-to-follow, full-color, two-page tutorials, so you can quickly get the information you need and see step by step how to do tasks Now that you've got the latest iPad, make sure you have the latest version of this practical, visual guide!

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Conquer today's Windows 10—from the inside out! Dive into Windows 10—and really put your Windows expertise to work. Focusing on the most powerful and innovative features of Windows 10, this supremely organized reference packs hundreds of time-saving solutions, tips, and workarounds—all fully reflecting the major Windows 10 Anniversary Update. From new Cortana and Microsoft Edge enhancements to the latest security and virtualization features, you'll discover how experts tackle today's essential tasks—and challenge yourself to new levels of mastery. Install, configure,



and personalize the newest versions of Windows 10 Understand Microsoft's revamped activation and upgrade processes Discover major Microsoft Edge enhancements, including new support for extensions Use today's improved Cortana services to perform tasks, set reminders, and retrieve information Make the most of the improved ink, voice, touch, and gesture support in Windows 10 Help secure Windows 10 in business with Windows Hello and Azure AD Deploy, use, and manage new Universal Windows Platform (UWP) apps Take advantage of new entertainment options, including Groove Music Pass subscriptions and connections to your Xbox One console Manage files in the cloud with Microsoft OneDrive and OneDrive for Business Use the improved Windows 10 Mail and Calendar apps and the new Skype app Fine-tune performance and troubleshoot crashes Master high-efficiency tools for managing Windows 10 in the enterprise Leverage advanced Hyper-V features, including Secure Boot, TPMs, nested virtualization, and containers In addition, this book is part of the Current Book Service from Microsoft Press. Books in this program will receive periodic updates to ad-

dress significant software changes for 12 to 18 months following the original publication date via a free Web Edition. Learn more at <https://www.microsoftpressstore.com/cbs>. Master powerful strategies to acquire and analyze evidence from real-life scenarios About This Book A straightforward guide to address the roadblocks face when doing mobile forensics Simplify mobile forensics using the right mix of methods, techniques, and tools Get valuable advice to put you in the mindset of a forensic professional, regardless of your career level or experience Who This Book Is For This book is for forensic analysts and law enforcement and IT security officers who have to deal with digital evidence as part of their daily job. Some basic familiarity with digital forensics is assumed, but no experience with mobile forensics is required. What You Will Learn Understand the challenges of mobile forensics Grasp how to properly deal with digital evidence Explore the types of evidence available on iOS, Android, Windows, and BlackBerry mobile devices Know what forensic outcome to expect under given circumstances Deduce when and how to apply physical, logical,

over-the-air, or low-level (advanced) acquisition methods Get in-depth knowledge of the different acquisition methods for all major mobile platforms Discover important mobile acquisition tools and techniques for all of the major platforms In Detail Investigating digital media is impossible without forensic tools. Dealing with complex forensic problems requires the use of dedicated tools, and even more importantly, the right strategies. In this book, you'll learn strategies and methods to deal with information stored on smartphones and tablets and see how to put the right tools to work. We begin by helping you understand the concept of mobile devices as a source of valuable evidence. Throughout this book, you will explore strategies and "plays" and decide when to use each technique. We cover important techniques such as seizing techniques to shield the device, and acquisition techniques including physical acquisition (via a USB connection), logical acquisition via data backups, over-the-air acquisition. We also explore cloud analysis, evidence discovery and data analysis, tools for mobile forensics, and tools to help you discover and analyze evidence. By the end of the book, you will have a bet-

ter understanding of the tools and methods used to deal with the challenges of acquiring, preserving, and extracting evidence stored on smartphones, tablets, and the cloud. Style and approach This book takes a unique strategy-based approach, executing them on real-world scenarios. You will be introduced to thinking in terms of "game plans," which are essential to succeeding in analyzing evidence and conducting investigations.

Developers, build mobile Android apps using Android 4 The fast-growing popularity of Android smartphones and tablets creates a huge opportunities for developers. If you're an experienced developer, you can start creating robust mobile Android apps right away with this professional guide to Android 4 application development. Written by one of Google's lead Android developer advocates, this practical book walks you through a series of hands-on projects that illustrate the features of the Android SDK. That includes all the new APIs introduced in Android 3 and 4, including building for tablets, using the Action Bar, Wi-Fi Direct, NFC Beam, and more. Shows experienced developers how to cre-

ate mobile applications for Android smartphones and tablets Revised and expanded to cover all the Android SDK releases including Android 4.0 (Ice Cream Sandwich), including all updated APIs, and the latest changes to the Android platform. Explains new and enhanced features such as drag and drop, fragments, the action bar, enhanced multitouch support, new environmental sensor support, major improvements to the animation framework, and a range of new communications techniques including NFC and Wi-Fi direct. Provides practical guidance on publishing and marketing your applications, best practices for user experience, and more This book helps you learn to master the design, lifecycle, and UI of an Android app through practical exercises, which you can then use as a basis for developing your own Android apps. Dive deeper into Windows 7—with new content and new resources on CD! The Deluxe Edition of the ultimate, in-depth reference to Windows 7 has been fully updated for SP1 and Internet Explorer 9, and features 300+ pages of additional coverage and advanced topics. It's now packed with even more timesaving solutions, troubleshooting tips, and workarounds from

the experts—and includes a fully searchable eBook and other online resources. Topics include installation, configuration, and setup; network connections and troubleshooting; remote access; managing programs; controlling user access and accounts; advanced file management; working with Internet Explorer 9; managing security features and issues; using Windows Live Essentials 2011; performance monitoring and tuning; backups and maintenance; sharing networked resources; hardware and device drivers. For customers who purchase an ebook version of this title, instructions for downloading the CD files can be found in the ebook.

The Windows Phone 8 platform provides a remarkable opportunity for Windows developers to create state-of-the-art mobile applications using their existing skills and a familiar toolset. Pro Windows Phone App Development, Third Edition, helps you unlock the potential of this platform and create dazzling, visually rich, and highly functional applications for the Windows Phone Store and bring you up to speed on the new features the Windows Phone 8 API provides. For developers new to the Windows Phone platform—whether with .NET, iOS,

or Android experience—this book starts by introducing the requirements, specifications, and basics of Windows Phone development, and then leads you through the complete application development process, using an array of complementary technologies and Microsoft's modern-style app design. Along the way, you'll learn how to Use Microsoft technologies like XAML, .NET, Visual Studio 2012, and Ex-

pression Blend effectively to develop modern-style Windows Phone apps Take advantage of the device's sensors with the location service, accelerometer, and touch Make your apps location-aware using GPS data Develop rich media applications that harness the graphics capabilities of Windows Phone models Design and develop Windows Phone applications using the Mod-

el-View-ViewModel architecture Publish and sell your application through the Windows Phone Store Whether you're a Microsoft developer, an iOS or Android developer, or someone with prior Windows Phone experience, *Pro Windows Phone App Development, Third Edition*, is an ideal guide for mastering the Windows Phone 8 platform and compelling Windows Phone app development.