

most essential parts of the Python library. Designed for the professional programmer, the book is concise, to the point, and highly accessible. It also includes detailed information on the Python library and many advanced subjects that is not available in either the official Python documentation or any other single reference source. Thoroughly updated to reflect the significant new programming language features and library modules that have been introduced in Python 2.6 and Python 3, the fourth edition of Python Essential Reference is the definitive guide for programmers who need to modernize existing Python code or who are planning an eventual migration to Python 3. Programmers starting a new Python project will find detailed coverage of contemporary Python programming idioms. This fourth edition of Python Essential Reference features numerous improvements, additions, and updates: Coverage of new language features, libraries, and modules Practical coverage of Python's more advanced features including generators, coroutines, closures, metaclasses, and decorators Expanded coverage of library modules related to concurrent programming including threads, subprocesses, and the new multiprocessing module Up-to-the-minute coverage of how to use Python 2.6's forward compatibility mode to evaluate code for Python 3 compatibility Improved organization for even faster answers and better usability Updates to reflect modern Python programming style and idioms Updated and improved example code Deep coverage of low-level system and networking library modules — including options not covered in the standard documentation

Programming in C will teach you how to write programs in the C programming language. Whether you're a novice or experienced programmer, this book will provide you with a clear understanding of this language, which is the foundation for many object-oriented programming languages such as C++, Objective-C, C#, and Java. This book teaches C by example, with complete C programs used to illustrate each new concept along the way. Stephen Kochan provides step-by-step explanations for all C functions. You will learn both the language fundamentals and good programming practices. Exercises at the end of each chapter make the book ideally suited for classroom use or for self-instruction. All the features of the C language are covered in this book, including the latest additions added with the C11 standard. Appendixes provide a detailed summary of the language and the standard C library, both organized for quick reference. "Absolutely the best book for anyone starting out programming in C. This is an excellent introductory text with frequent examples and good text....This is the book I used to learn C—it's a great book." –Vinit S. Carpenter, Learn C/C++ Today

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The Hitchhiker's Guide to Python takes the journeyman Pythonista to true expertise. More than any other language, Python was created with the philosophy of simplicity and parsimony. Now 25 years old, Python has become the primary or secondary language (after SQL) for many business users. With popularity comes diversity—and possibly dilution. This guide, collaboratively written by over a hundred members of the Python community, describes best practices currently used by package and application developers. Unlike other books for this audience, The Hitchhiker's Guide is light on reusable code and heavier on design philosophy, directing the reader to excellent sources that already exist.

As iOS apps become increasingly complex and business-critical, iOS developers must ensure consistently superior code quality. This means adopting best practices for creating and testing iOS apps. Test-Driven Development (TDD) is one of the most powerful of these best practices. Test-Driven iOS Development is the first book 100% focused on helping you successfully implement TDD and unit testing in an iOS environment. Long-time iOS/Mac developer Graham Lee helps you rapidly integrate TDD into your existing processes using Apple's Xcode 4 and the OCUit unit testing framework. He guides you through constructing an entire Objective-C iOS app in a test-driven manner, from initial specification to functional product. Lee also introduces powerful patterns for applying TDD in iOS development, and previews powerful automated testing capabilities that will soon arrive on the iOS platform. Coverage includes Understanding the purpose, benefits, and costs of unit testing in iOS environments Mastering the principles of TDD, and applying them in areas from app design to refactoring Writing usable, readable, and repeatable iOS unit tests Using OCUit to set up your Xcode project for TDD Using domain analysis to identify the classes and interactions your app needs, and designing it accordingly Considering third-party tools for iOS unit testing Building networking code in a test-driven manner Automating testing of view controller code that interacts with users Designing to interfaces, not implementations Testing concurrent code that typically runs in the background Applying TDD to existing apps Preparing for Behavior Driven Development (BDD) The only iOS-specific guide to TDD and unit testing, Test-Driven iOS Development covers both essential concepts and practical implementation.

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Presents an introduction to Objective-C, covering such topics as classes and objects, data types, program looping, inheritance, polymorphism, variables, memory management, and archiving.

Presents a guide to the features and library modules of the Python programming language.

C++ Primer Plus, Sixth Edition New C++11 Coverage C++ Primer Plus is a carefully crafted, complete tutorial on one of the most significant and widely used programming languages today. An accessible and easy-to-use self-study guide, this book is appropriate for both serious students of programming as well as developers already proficient in other languages. The sixth edition of C++ Primer Plus has been updated and expanded to cover the latest developments in C++, including a detailed look at the new C++11 standard. Author and educator Stephen Prata has created an introduction to C++ that is instructive, clear, and insightful. Fundamental programming concepts are explained along with details of the C++ language. Many short, practical examples illustrate just one or two concepts at a time, encouraging readers to master new topics by immediately putting them to use. Review questions and programming exercises at the end of each chapter help readers zero in on the most critical information and digest the most difficult concepts. In C++ Primer Plus, you'll find depth, breadth, and a variety of teaching techniques and tools to enhance your learning: A new detailed chapter on the changes and additional capabilities introduced in the C++11 standard Complete, integrated discussion of both basic C language and additional C++ features Clear guidance about when and why to use a feature Hands-on learning with concise and simple examples that develop your understanding a concept or two at a time Hundreds of practical sample programs Review questions and programming exercises at the end of each chapter to test your understanding Coverage of generic C++ gives you the greatest possible flexibility Teaches the ISO standard, including discussions of templates, the Standard Template Library, the string class, exceptions, RTTI, and namespaces Table of Contents 1: Getting Started with C++ 2: Setting Out to C++ 3: Dealing with Data 4: Compound Types 5: Loops and Relational Expressions 6: Branching Statements and Logical Operators 7: Functions: C++'s Programming Modules 8: Adventures in Functions 9: Memory Models and Namespaces 10: Objects and Classes 11: Working with Classes 12: Classes and Dynamic Memory Allocation 13: Class Inheritance 14: Reusing Code in C++ 15: Friends, Exceptions, and More 16: The string Class and the Standard Template Library 17: Input, Output, and Files 18: The New C++11 Standard A Number Bases B C++ Reserved Words C The ASCII Character Set D Operator Precedence E Other Operators F The stringTemplate Class G The Standard Template Library Methods and Functions H Selected Readings and Internet Resources I Converting to ISO Standard C++ J Answers to Chapter Reviews

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This book provides you with the resources to successfully develop your own GIS application in Python. The book begins by walking you through the loading and saving of data structures before you start to build the look and feel of your application and create its interactive map window. You'll then move on to managing, editing, and analyzing spatial

data from within the application and finish with instructions for packaging the application for distribution. By the end of the book, you should be able to use your GIS application as a template for further development, with the potential to expand and customize it to suit your needs.

A hands-on solution provider to PostgreSQL. Expert advice by a highly respected author within the PostgreSQL user community, this book provides detailed, useable information in the popular Essential Reference format. Includes tables within each chapter that organize the material both alphabetically and by task so that readers will have two options for finding the information.

The Federal Acquisition Regulation (FAR) contains the uniform policies and procedures for acquisitions by executive agencies of the federal government. The FAR is issued and maintained by the Department of Defense, the General Services Administration, and the National Aeronautics and Space Administration. This volume reproduces the FAR and all amendments to the regulations issued prior to this January 1, 2011 Edition, along with an easy-to-use topical index. Sources of the amended text are listed in brackets along with the date of issuance and the effective date for all sections changed since the initial text of FAR appeared in the Federal Register of September 19, 1983. Included in this edition: 10 Federal Acquisition Circulars 32 Final Rules 15 Interim Rules 1 Corrections With up-to-date coverage on these topics: Use of Project Labor Agreements for Federal Construction Projects HUBZone Program Revisions Federal Awardee Performance and Integrity Information System Recovery Act -- Whistleblower Protections Repeal of Small Business Competitiveness Demonstration Program Personal Identity Verification of Contractor Personnel Electronic Subcontracting Reporting System Notification of Employee Rights Under the National Labor Relations Act Public Disclosure of Justification and Approval Documents for Noncompetitive Contracts Recovery Act -- GAO/IG Access Disclosure and Consistency of Cost Accounting Practices for Contracts Awarded to Foreign Concerns Registry of Disaster Response Contractors Recovery Act -- Subcontract Reporting Procedures Clarification of Criteria for Sole Source Awards to SDV SBCs Reporting Executive Compensation and First-Tier Subcontract Awards Recovery Act -- Buy American Requirements for Construction Materials Certification Requirement and Procurement Prohibition Relating to Iran Sanctions Termination for Default Reporting Buy American Exemption for Commercial Information Technology

Teaches every PHP developer how to increase the performance and functionality of PHP-based websites, programs and applications.

This textbook grew out of notes for the ECE143 Programming for Data Analysis class that the author has been teaching at University of California, San Diego, which is a requirement for both graduate and undergraduate degrees in Machine Learning and Data Science. This book is ideal for readers with some Python programming experience. The book covers key language concepts that must be understood to program effectively, especially for data analysis applications. Certain low-level language features are discussed in detail, especially Python memory management and data structures. Using Python effectively means taking advantage of its vast ecosystem. The book discusses Python package management and how to use third-party modules as well as how to structure your own Python modules. The section on object-oriented programming explains features of the language that facilitate common programming patterns. After developing the key Python language features, the book moves on to third-party modules that are foundational for effective data analysis, starting with Numpy. The book develops key Numpy concepts and discusses internal Numpy array data structures and memory usage. Then, the author moves onto Pandas and details its many features for data processing and alignment. Because strong visualizations are important for communicating data analysis, key modules such as Matplotlib are developed in detail, along with web-based options such as Bokeh, Holoviews, Altair, and Plotly. The text is sprinkled with many tricks-of-the-trade that help avoid common pitfalls. The author explains the internal logic embodied in the Python language so that readers can get into the Python mindset and make better design choices in their codes, which is especially helpful for newcomers to both Python and data analysis. To get the most out of this book, open a Python interpreter and type along with the many code samples.

Statistical Geoinformatics for Human Environment Interface presents two paradigms for studying both space and interface with regard to human/environment: localization and multiple indicators. The first approach localizes thematic targets by treating space as a pattern of vicinities, with the pattern being a square grid and the placement of vicinities Python Essential Reference is the definitive reference guide to the Python programming language--the one authoritative handbook that reliably untangles and explains both the core Python library. Designed for the practicing programmer, the book is concise, to the point, and highly accessible. It also includes detailed information on the Python library and many advanced subjects that is not available in either the official Python documentation or any other single reference source. Thoroughly updated to reflect the significant new programming language features and library modules that have been introduced in Python 2.6 and Python 3, the fourth edition of Python Essential Reference is the complete guide for programmers who need to modernize existing Python code or who are planning an eventual migration to Python 3.

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Scripting with Python makes you productive and increases the reliability of your scientific work. Here, the author teaches you how to develop tailored, flexible, and efficient working environments built from small programs (scripts) written in Python. The focus is on examples and applications of relevance to computational science: gluing existing applications and tools, e.g. for automating simulation, data analysis, and visualization; steering simulations and computational experiments; equipping programs with graphical user interfaces; making computational Web services; creating interactive interfaces with a Maple/Matlab-like syntax to numerical applications in C/C++ or Fortran; and building flexible object-oriented programming interfaces to existing C/C++ or Fortran libraries.

MySQL, Fifth Edition by Paul DuBois The definitive guide to using, programming and administering MySQL 5.5 and MySQL 5.6 MySQL provides a comprehensive guide to effectively using and administering the MySQL database management system (DBMS). Author Paul DuBois describes everything from the basics of getting information into a database and formulating queries, to using MySQL with PHP or Perl

documenting endangered languages -- or if you're simply curious to have a programmer's perspective on how human language works -- you'll find Natural Language Processing with Python both fascinating and immensely useful.

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Bring Your iPhone Apps and Skills to Windows Phone 7—or Build Apps for Both Mobile Platforms at Once If you’ve been developing for the crowded iPhone marketplace, this book will help you leverage your iOS skills on a fast-growing new platform: Windows Phone 7 (WP7). If you’re a .NET programmer, it will help you build advanced WP7 mobile solutions that reflect valuable lessons learned by iPhone developers. If you’re a mobile development manager, it offers indispensable insights for planning cross-platform projects. Kevin Hoffman guides you through the entire WP7 SDK, showing how it resembles Apple’s iOS SDK, where it differs, and how to build production-quality WP7 apps that sell. Step by step, you’ll master each technology you’ll need, including C#, Silverlight and XAML. Every new concept is introduced along with all the tools and background needed to apply it. Hoffman’s practical insights extend into every facet of WP7 development: building user interfaces; hardware and device services; WP7’s unique Application Tiles; Push Notifications; the Phone Execution Model, local storage, smart clients, MVVM design, security, social gaming, testing, debugging, deployment, and more. A pleasure to read and packed with realistic examples, this is the most useful Windows Phone 7 development book you can find. ·???????? Compare Apple’s Objective-C and Microsoft’s C#: “second cousins twice removed” ·???????? Apply C# object techniques—including encapsulation, inheritance, contracts, and interfaces ·???????? Build rich, compelling user interfaces based on Silverlight, XAML, and events ·???????? Move from Apple’s Xcode to Visual Studio 2010 and from Interface Builder to Expression Blend ·???????? Leverage hardware and device services, including the accelerometer, GPS, photos, contacts, e-mail, and SMS ·???????? Create dynamic application Tiles to appear on the Start screen ·???????? “Push” raw data notifications to running apps ·???????? Understand and use the Windows Phone 7 phone execution model ·???????? Efficiently store and retrieve data on WP7 phones ·???????? Build “smart clients” that sync locally stored data with web services ·???????? Manage growing app complexity through “separation of concerns” and MVVM (Model-View-View Model) ·???????? Use TDD and automated testing to accelerate and streamline development ·???????? Create casual, connected games and social apps ·???????? Secure apps without incurring unacceptable tradeoffs ·???????? Successfully deploy apps to the Marketplace Demonstrates the programming language's strength as a Web development tool, covering syntax, data types, built-ins, the Python standard module library, and real world examples.

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