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Summary Get Programming with Node.js teaches you to build web servers using JavaScript and Node. In this engaging tutorial, you'll work through eight complete projects, from writing the code for your first web server to adding live chat to a web app. Your hands will stay on the keyboard as you explore the most important aspects of the Node development process, including security, database management, authenticating user accounts, and deploying to production. You'll especially appreciate the easy-to-follow discussions, illuminating diagrams, and carefully explained code! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Node.js delivers the speed and reliability you need for ecommerce, social media, and gaming applications. It comes with thousands of prebuilt packages to help you get started immediately. If you want to use JavaScript on the server, Node.js is your choice. What's inside New features from ES2015 and later Writing asynchronous code Creating data models Debugging JavaScript modules About the Reader Written for front-end web developers with intermediate JavaScript skills. Table of Contents GETTING SET UP Lesson 0 - Setting up Node.js and the JavaScript engine Lesson 1 - Configuring your environment Lesson 2 - Running a Node.js application UNIT 1 - GETTING STARTED WITH NODE.JS Lesson 3 - Creating a Node.js module Lesson 4 - Building a simple web server in Node.js Lesson 5 - Handling incoming data Lesson 6 - Writing better routes and serving external files Lesson 7 - Capstone: Creating your first web application UNIT 2 - EASIER WEB DEVELOPMENT WITH EXPRESS.JS Lesson 8 - Setting up an app with Express.js Lesson 9 - Routing in Express.js Lesson 10 - Connecting views with templates Lesson 11 - Configurations and error handling Lesson 12 - Capstone: Enhancing the Confetti Cuisine site with Express.js UNIT 3 - CONNECTING TO A DATABASE Lesson 13 - Setting up a MongoDB database Lesson 14 - Building models with Mongoose Lesson 15 - Connecting controllers and models Using promises with Mongoose Lesson 16 - Capstone: Saving user subscriptions UNIT 4 - BUILDING A USER MODEL Lesson 17 - Improving your data models Lesson 18 - Building the user model Lesson 19 - Creating and reading your models Lesson 20 - Updating and deleting your models Lesson 21 - Capstone: Adding CRUD models to Confetti Cuisine Creating controllers UNIT 5 - AUTHENTICATING USER ACCOUNTS Lesson 22 - Adding sessions and flash messages Lesson 23 - Building a user login and hashing passwords Lesson 24 - Adding user authentication Lesson 25 - Capstone: Adding user authentication to Confetti Cuisine UNIT 6 - BUILDING AN API Lesson 26 - Adding an API to your application Lesson 27 - Accessing your API from your application Lesson 28 - Adding API security Lesson 29 - Capstone: Implementing an API UNIT 7 - ADDING CHAT FUNCTIONALITY Lesson 30 - Working with Socket.io Lesson 31 - Saving chat messages Lesson 32 - Adding a chat notification indicator UNIT 8 - DEPLOYING

AND MANAGING CODE IN PRODUCTION Lesson 33 - Capstone: Adding a chat feature to Confetti Cuisine Lesson 34 - Deploying your application Lesson 35 - Managing in production Lesson 36 - Testing your application Lesson 37 - Capstone: Deploying Confetti Cuisine

Cites and annotates more than 1,200 books and articles on how to manage the publishing process.

Summary TypeScript is JavaScript with an important upgrade! By adding a strong type system to JavaScript, TypeScript can help you eliminate entire categories of runtime errors. In TypeScript Quickly, you'll learn to build rock-solid apps through practical examples and hands-on projects under the expert instruction of experienced web developers Yakov Fain and Anton Moiseev. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Strong typing can eliminate nearly all errors caused by unanticipated data values. With TypeScript, an enhanced version of JavaScript, you can specify types and type annotations so your code is easier to read and far less likely to fail at runtime. And because the core of TypeScript is standard JavaScript, it runs on all major browsers and can be used with frameworks like Angular, Vue, and React. About the book TypeScript Quickly teaches you to exploit the benefits of types in browser-based and standalone applications. In this practical guide, you'll build a fascinating blockchain service app that takes you through a range of type-sensitive programming techniques. As you go, you'll also pick up valuable techniques for object-oriented programming with classes, interfaces, and advanced features such as decorators and conditional types. What's inside Mastering TypeScript syntax Using TypeScript with JavaScript libraries Tooling with Babel and Webpack Developing TypeScript apps using Angular, React, and Vue About the reader For web developers comfortable with JavaScript and HTML. About the author Yakov Fain and Anton Moiseev are experienced web developers. They have authored two editions of Manning's Angular Development with TypeScript. Table of Contents: PART 1 MASTERING THE TYPESCRIPT SYNTAX 1 | Getting familiar with TypeScript 2 | Basic and custom types 3 | Object-oriented programming with classes and interfaces 4 | Using enums and generics 5 | Decorators and advanced types 6 | Tooling 7 | Using TypeScript and JavaScript in the same project PART 2 APPLYING TYPESCRIPT IN A BLOCKCHAIN APP 8 | Developing your own blockchain app 9 | Developing a browser-based blockchain node 10 | Client-server communications using Node.js, TypeScript, and WebSockets 11 | Developing Angular apps with TypeScript 12 | Developing the blockchain client in Angular 13 | Developing React.js apps with TypeScript 14 | Developing a blockchain client in React.js 15 | Developing Vue.js apps with TypeScript 16 | Developing the blockchain client in Vue.js

How does the computer learn to understand what it sees? Deep Learning for Vision Systems answers that by applying deep learning to computer vision. Using only high school algebra, this book illuminates the concepts behind visual

intuition. You'll understand how to use deep learning architectures to build vision system applications for image generation and facial recognition. Summary Computer vision is central to many leading-edge innovations, including self-driving cars, drones, augmented reality, facial recognition, and much, much more. Amazing new computer vision applications are developed every day, thanks to rapid advances in AI and deep learning (DL). Deep Learning for Vision Systems teaches you the concepts and tools for building intelligent, scalable computer vision systems that can identify and react to objects in images, videos, and real life. With author Mohamed Elgendy's expert instruction and illustration of real-world projects, you'll finally grok state-of-the-art deep learning techniques, so you can build, contribute to, and lead in the exciting realm of computer vision! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology How much has computer vision advanced? One ride in a Tesla is the only answer you'll need. Deep learning techniques have led to exciting breakthroughs in facial recognition, interactive simulations, and medical imaging, but nothing beats seeing a car respond to real-world stimuli while speeding down the highway. About the book How does the computer learn to understand what it sees? Deep Learning for Vision Systems answers that by applying deep learning to computer vision. Using only high school algebra, this book illuminates the concepts behind visual intuition. You'll understand how to use deep learning architectures to build vision system applications for image generation and facial recognition. What's inside Image classification and object detection Advanced deep learning architectures Transfer learning and generative adversarial networks DeepDream and neural style transfer Visual embeddings and image search About the reader For intermediate Python programmers. About the author Mohamed Elgendy is the VP of Engineering at Rakuten. A seasoned AI expert, he has previously built and managed AI products at Amazon and Twilio. Table of Contents PART 1 - DEEP LEARNING FOUNDATION 1 Welcome to computer vision 2 Deep learning and neural networks 3 Convolutional neural networks 4 Structuring DL projects and hyperparameter tuning PART 2 - IMAGE CLASSIFICATION AND DETECTION 5 Advanced CNN architectures 6 Transfer learning 7 Object detection with R-CNN, SSD, and YOLO PART 3 - GENERATIVE MODELS AND VISUAL EMBEDDINGS 8 Generative adversarial networks (GANs) 9 DeepDream and neural style transfer 10 Visual embeddings Whether for building interactive browser-based applications or creating server-side applications in Node, JavaScript is the most widely used language for web programming. With new features, language improvements, paradigms, and potential use cases appearing regularly, there's never been a more exciting time to be a JavaScript developer. In The Joy of JavaScript, author and JavaScript expert Luis Atencio teaches you key design concepts that lead to clean, lean, modular, and easy-to-maintain code. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

Modern Fortran is natively parallel, so it's uniquely suited for efficiently handling problems like complex simulations, long-range predictions, and ultra-precise designs. If you're working on tasks where speed, accuracy, and efficiency matter, it's time to discover—or re-discover—Fortran. *Modern Fortran: Building Efficient Parallel Applications* teaches you how to develop fast, efficient parallel applications with Fortran, an amazingly powerful and flexible programming language that forms the foundation of high performance computing for research, science and industry. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

Qualitative researchers have grappled with how online inquiry shifts research procedures such as gaining access to spaces, communicating with participants, and obtaining informed consent. Drawing on a multimethod approach, *Conducting Qualitative Research of Learning in Online Spaces* explores how to design and conduct diverse studies in online environments. Authors Hannah R. Gerber, Sandra Schamroth Abrams, Jen Scott Curwood, and Alecia Marie Magnifico focus on formal and informal learning practices that occur in evolving online spaces. The text shows researchers how they can draw upon a variety of theoretical frameworks, methodological approaches, and data sources. Examples of qualitative research in online spaces, along with guiding questions, support readers at every phase of the research process.

Dynamics of Writing: An Exercise Guide gives you multiple opportunities to practice your writing skills in-class or as take-home assignments. Each chapter focuses on a different aspect of the newswriting process and offers short-answer, multiple-choice, and writing-prompt activities to help you master the concepts and skills presented in Vincent F. Filak's comprehensive book. Additional exercises built around the unique demands of online newswriting will prepare you to meet the demands of a changing media landscape. Key Features: "Writing Exercises" enable you to recall & demonstrate your understanding of various elements found in each chapter in *Dynamics of News Writing and Reporting*. "Practice Writing" exercises empower you to apply their knowledge in a safe, in-class environment. "Live-Action Exercises" encourage you to expand their knowledge and experience through out-of-class reporting and writing opportunities.

GUI Bloopers 2.0, Second Edition, is the completely updated and revised version of *GUI Bloopers*. It looks at user interface design bloopers from commercial software, Web sites, Web applications, and information appliances, explaining how intelligent, well-intentioned professionals make these mistakes – and how you can avoid them. GUI expert Jeff Johnson presents the reality of interface design in an entertaining, anecdotal, and instructive way while equipping readers with the minimum of theory. This updated version reflects the bloopers that are common today, incorporating many comments and suggestions from first edition readers. It covers bloopers in a wide range of categories including

GUI controls, graphic design and layout, text messages, interaction strategies, Web site design – including search, link, and navigation, responsiveness issues, and management decision-making. Organized and formatted so information needed is quickly found, the new edition features call-outs for the examples and informative captions to enhance quick knowledge building. This book is recommended for software engineers, web designers, web application developers, and interaction designers working on all kinds of products. Updated to reflect the bloopers that are common today, incorporating many comments and suggestions from first edition readers Takes a learn-by-example approach that teaches how to avoid common errors Covers bloopers in a wide range of categories: GUI controls, graphic design and layout, text messages, interaction strategies, Web site design -- including search, link, and navigation, responsiveness issues, and management decision-making Organized and formatted so information needed is quickly found, the new edition features call-outs for the examples and informative captions to enhance quick knowledge building Hundreds of illustrations: both the DOs and the DON'Ts for each topic covered, with checklists and additional bloopers on www.gui-bloopers.com

Improve your English grammar You have nothing to lose and everything to gain by using proper English language and grammar. The ability to articulate and communicate effectively is a valuable asset in all aspects of life. From writing a research paper to giving a presentation at work or just holding a casual conversation with friends or family, strong verbal and written skills are necessities in everyday communication. English Grammar Workbook For Dummies is the perfect solution for sharpening the tools in your grammar kit, with lessons and plenty of practice opportunities to help reinforce learning. Whether you need to brush up on the finer points of punctuation, need help making sense of those pesky parts of speech—or anything in between—this approachable guide makes it fast and easy. • Find FREE quizzes for every chapter online • Handle pronouns with grace • Master plurals and possessives • Improve your proofreading skills Everyone benefits from using proper grammar and speech, and now you can too!

Summary Beyond Spreadsheets with R shows you how to take raw data and transform it for use in computations, tables, graphs, and more. You'll build on simple programming techniques like loops and conditionals to create your own custom functions. You'll come away with a toolkit of strategies for analyzing and visualizing data of all sorts using R and RStudio. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Spreadsheets are powerful tools for many tasks, but if you need to interpret, interrogate, and present data, they can feel like the wrong tools for the task. That's when R programming is the way to go. The R programming language provides a comfortable environment to properly handle all types of data. And within the open source RStudio development suite, you have at your fingertips easy-to-use ways to simplify complex manipulations and create

reproducible processes for analysis and reporting. About the Book With Beyond Spreadsheets with R you'll learn how to go from raw data to meaningful insights using R and RStudio. Each carefully crafted chapter covers a unique way to wrangle data, from understanding individual values to interacting with complex collections of data, including data you scrape from the web. You'll build on simple programming techniques like loops and conditionals to create your own custom functions. You'll come away with a toolkit of strategies for analyzing and visualizing data of all sorts. What's inside How to start programming with R and RStudio Understanding and implementing important R structures and operators Installing and working with R packages Tidying, refining, and plotting your data About the Reader If you're comfortable writing formulas in Excel, you're ready for this book. About the Author Dr Jonathan Carroll is a data science consultant providing R programming services. He holds a PhD in theoretical physics. Table of Contents Introducing data and the R language Getting to know R data types Making new data values Understanding the tools you'll use: Functions Combining data values Selecting data values Doing things with lots of data Doing things conditionally: Control structures Visualizing data: Plotting Doing more with your data with extensions

The Second Edition of *Qualitative Online Interviews* by Janet Salmons provides researchers the guidance they need to extend the reach of their studies beyond physical boundaries. Focusing on designing, conducting, and assessing data drawn from online interviews as well as from observations, materials, and artifacts collected online, the book emphasizes the use of in-depth interviews in qualitative research or mixed-methods designs. Written in an easy-to-read manner, the thorough Second Edition offers the practical information and scholarly foundations needed to make thoughtful decisions in technology-infused research.

Prepare for a successful career in medical assisting! Kinn's *The Medical Assistant, 12th Edition* helps you learn the real-world administrative and clinical skills essential to working in the health care setting. Administrative coverage ranges from professionalism and interpersonal skills to billing and coding and electronic health records; clinical content teaches how to assist with medications, diagnostic procedures, and surgeries. And no other comprehensive medical assisting text can match its coverage of assisting with medical specialties! Written by medical assisting experts Alexandra Adams and Deborah Proctor, this classic resource also includes an Evolve companion website with practical exercises and activities, videos, and review questions for the CMA and RMA certification exams. More chapters on assisting with medical specialties than any other Medical Assisting text prepare you to assist in specialty exams and make you better qualified to work in specialty fields like cardiology, dermatology, ophthalmology, gynecology, and neurology. Step-by-step, illustrated procedures make it easier to learn and understand medical assisting skills, and include rationales for each step. Threaded case scenarios help you develop critical thinking skills and apply concepts to realistic administrative and

clinical situations. Patient education and legal and ethical issues are described in relation to the Medical Assistant's job. A Portfolio Builder on the Evolve website helps you demonstrate proficiency to potential employers. Detailed learning objectives and vocabulary with definitions in each chapter help you study more effectively, with connections icons linking concepts in the text to exercises in the study guide and on the Evolve companion website. Study Guide includes a variety of exercises to test your knowledge and critical thinking skills, case scenarios from the book, and a Procedure Checklists Manual. Sold separately. NEW! Charting examples within the procedures are highlighted for easier learning. UPDATED coverage of the Electronic Health Record ensures that you are familiar with the technology you'll use on the job. UPDATED content on alternative therapies and treatment includes the latest herbal remedies such as red rice yeast for lowering cholesterol, St. John's Wort for depression, and probiotic bacteria for GI maladies.

This book is a comprehensive guide to new DFT methods that will show the readers how to design a testable and quality product, drive down test cost, improve product quality and yield, and speed up time-to-market and time-to-volume. Most up-to-date coverage of design for testability. Coverage of industry practices commonly found in commercial DFT tools but not discussed in other books. Numerous, practical examples in each chapter illustrating basic VLSI test principles and DFT architectures.

For English instructors at every level, the task of producing a worthwhile, workable plan for each class period can prove challenging. This invaluable work offers a vast compilation of writing exercises and in-class activities collected from professors, graduate students and lecturers from colleges and universities across the United States. Step-by-step instructions guide teachers through class discussions and exercises on topics ranging from invention, argumentation, formatting, thesis development and organization to rhetorical situation, visual rhetoric, peer review and revision. From high school teachers and first-time teaching assistants to experienced writing professors looking to enhance their courses, anyone who teaches English will appreciate the fresh ideas found in this indispensable volume. Instructors considering this book for use in a course may request an examination copy here.

Adoption of Bluetooth wireless technology has become ubiquitous in the last few years. One of the biggest steps forward is the standardization of Java APIs for Bluetooth wireless technology (JABWT). The latest updates to this standard is explained in detail in this book. The JABWT standard, defined by the JSR-82 Java Specification Request, supports rapid development of Bluetooth applications that are portable, secure, and highly-usable. Wireless device manufacturers have responded overwhelmingly to the JABWT specification by implementing JABWT applications in mobile phones and other personal wireless communications products. Bluetooth Application Programming Essentials: Programming with the Java APIs explains in detail how to write Bluetooth applications using the Java APIs to exploit the power of both technologies.

Written by the specification lead for JSR-82 and two other key participants in developing the standards of JABWT, this book provides the authoritative explanations and concrete examples needed to get started right away. This book provides embedded Java developers with to-the-point information on the APIs in the specification with detailed programmatic examples of the APIs in use. A NEW chapter on the Push Registry definition (a new feature in the 1.1 version of JSR-82) has been added. Finally, the new Essentials version of the book will update the remaining chapters to reflect changes in the latest Bluetooth spec (2.1) and the industry as a whole. By focusing only on the essentials, this concise resource enables software and hardware vendors to quickly develop Bluetooth applications for mobile devices in an increasingly competitive market. The updated material examines crucial programming areas (including RFCOMM, OBEX, device discovery, service discovery, and L2CAP), which allows developers to not only successfully design, but master and build Java APIs for Bluetooth Wireless Technology. Includes a new and valuable chapter that delineates the pivotal Push Registry feature - a recent development that will help programmers avoid the common problem of connection collision. By providing real-world issues and problems involved in implementing the Java APIs specification, the book allows developers to identify with the text and encourages repeated reference.

In an era of constrained research budgets, online interviewing opens up immense possibilities: a researcher can literally conduct a global study without ever leaving home. But more than a decade after these technologies started to become available, there are still few studies on how to utilize online interviews in research. This book provides 10 cases of research conducted using online interviews, with data collected through text-based, videoconferencing, multichannel meetings, and immersive 3-D environments. Each case is followed by two commentaries: one from another expert contributor, the second from Janet Salmons, as editor.

Identifies specific print and broadcast sources of news and advertising for trade, business, labor, and professionals. Arrangement is geographic with a thumbnail description of each local market. Indexes are classified (by format and subject matter) and alphabetical (by name and keyword).

The Handbook of Online Learning is a comprehensive reference text for teachers and administrators of online courses and programs. It presents a discussion of the conceptual and theoretical foundations of online learning along with an exploration of practical implementation strategies. New and Ongoing Features Emphasizes interactive teaching/learning strategies – challenging readers to think differently about pedagogy Provides a strong theoretical base before discussing applications: Part I first presents the changing philosophies and theories of learning, while Part II covers implementation or the practice of online learning Offers several chapters that deal with the issues related to the growing corporate online learning environment Includes twelve NEW articles on the latest issues such as psychology of online learning, training

faculty, digital libraries, ethical dimensions in online learning, legal issues, course management systems and evolving technologies. key articles retained from current edition are revised and updated to reflect current trends and changes in the field

Praise for the First Edition "The Fielding Institute authors apply an impressive wealth of organizational management theory and experience in their analyses of computer-mediated teaching and learning. The result is an enjoyable-to-read, fresh and lively book, delivering an abundance of ideas about how to establish a supportive learning environment, design a well structured course and manage electronically mediated dialog, -- in other words, how to successfully facilitate learning in the new context of on-line distance education." —Michael G. Moore, Pennsylvania State University and Editor, The American Journal of Distance Education "This book is a fascinating, comprehensive, revealing array of information about online learning. It is full of practical applications and significant implications for a future where online learning will play an increasingly larger role. It is essential for any library keeping up on online learning innovations." —Dr. Bernard J. Luskin, President and Co-CEO, GlobalLearningSystems, Inc. Visiting Professor, Claremont Graduate University "This book not only is that rare breed that addresses online learning in both higher education and corporate environments but every chapter is intriguing, informative, and accurately grounded. This book provides a comprehensive, timely, and informative look at online learning in higher education and corporate training settings. For an update on the state of e-learning in educational and training environments, simply read this book." —Curtis J. Bonk, Ph.D., Indiana University and Courseshare.com "Business and Learning have enjoyed a symbiotic relationship in our culture. The pace of change, however, has created separation between these two vital elements. The "Handbook of Online Learning" showcases the latest thinking and applications in learning delivery, and offers real promise that the gap is being bridged." —D.M. Verkest, AT&T Wireless Services, Vice-President-National Operations "The authors of this book are all experienced distance educators who know what the issues are: How are people engaged in teaching and learning at a distance "present" to one another? How do you create a community in the class? How can a teacher deal with an obstreperous student? What are the teaching/learning environments in universities and corporations as they affect distance education? The essays in this book inhabit the border where the idea of distance education meets the reality. The give practical advice and provide examples informed by both theory and experience." —Stanley Chodorow, Professor Emeritus, University of California, San Diego & Former CEO, California Virtual University

Quickly master the massive Spring ecosystem with this focused, hands-on guide that teaches you exactly what you need to know. In Spring Start Here, you will learn how to: Build web applications with Spring Manage application objects with Spring context Implement data persistence using data sources and transactions Implement data exchange between applications using REST services Utilize Spring Boot's convention-over-configuration approach Write unit and integration

tests for apps implemented with Spring Minimize work when building any kind of app Persisting data in a Spring application using the latest approach Spring Start Here introduces you to Java development with Spring by concentrating on the core concepts you'll use in every application you build. You'll learn how to refactor an existing application to Spring, how to use Spring tools to make SQL database requests and REST calls, and how to secure your projects with Spring Security. There's always more to learn, and this book will make your next steps much easier. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology For Java developers, Spring is the must-learn framework. This incredible development tool powers everything from small business ecommerce applications to enterprise-scale microservices. Mastering Spring is a long journey. Taking your first step is easy! Start here. About the book Spring Start Here teaches Java developers how to build applications using Spring framework. Informative graphics, relevant examples, and author Laurentiu Spilca's clear and lively writing make it easy to pick up the skills you need. You'll discover how to plan, write, and test applications. And by concentrating on the most important features, this no-nonsense book gives you a firm foundation for exploring Spring's rich ecosystem. What's inside Build web applications with Spring Minimize repetition and manual work Persisting data in a Spring application HTTP and REST-based web services Testing your Spring implementations About the reader For readers with beginning to intermediate Java skills. About the author Lauren?iu Spilca is a skilled Java and Spring developer and an experienced technology instructor. Table of Contents PART 1 FUNDAMENTALS 1 Spring in the real world 2 The Spring context: Defining beans 3 The Spring context: Wiring beans 4 The Spring context: Using abstractions 5 The Spring context: Bean scopes and life cycle 6 Using aspects with Spring AOP PART 2 IMPLEMENTATION 7 Understanding Spring Boot and Spring MVC 8 Implementing web apps with Spring Boot and Spring MVC 9 Using the Spring web scopes 10 Implementing REST services 11 Consuming REST endpoints 12 Using data sources in Spring apps 13 Using transactions in Spring apps 14 Implementing data persistence with Spring Data 15 Testing your Spring app Offers a review of the topics covered on the Praxis Core Academic Skills for Educators exam, test-taking strategies, and five full-length practice tests.

React Hooks in Action teaches you to write fast and reusable React components using Hooks. Summary Build stylish, slick, and speedy-to-load user interfaces in React without writing custom classes. React Hooks are a new category of functions that help you to manage state, lifecycle, and side effects within functional components. React Hooks in Action teaches you to use pre-built hooks like useState, useReducer and useEffect to build your own hooks. Your code will be more reusable, require less boilerplate, and you'll instantly be a more effective React developer. About the technology Get started with React Hooks and you'll soon have code that's better organized and easier to maintain. React Hooks

are targeted JavaScript functions that let you reuse and share functionality across components. Use them to split components into smaller functions, manage state and side effects, and access React features without classes—all without having to rearrange your component hierarchy. About the book *React Hooks in Action* teaches you to write fast and reusable React components using Hooks. You'll start by learning to create component code with Hooks. Next, you'll implement a resource booking application that demonstrates managing local state, application state, and side effects like fetching data. Code samples and illustrations make learning Hooks easy. What's inside

- Build function components that access React features
- Manage local, shared, and application state
- Explore built-in, custom, and third-party hooks
- Load, update, and cache data with React Query
- Improve page and data loading with code-splitting and React Suspense

About the reader For beginning to intermediate React developers. About the author John Larsen has been a teacher and web developer for over 20 years, creating apps for education and helping students learn to code. He is the author of *Get Programming with JavaScript*.

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Summary

Visualizing Graph Data teaches you not only how to build graph data structures, but also how to create your own dynamic and interactive visualizations using a variety of tools. This book is loaded with fascinating examples and case studies to show you the real-world value of graph visualizations. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

About the Technology Assume you are doing a great job collecting data about your customers and products. Are you able to turn your rich data into important insight? Complex relationships in large data sets can be difficult to recognize. Visualizing these connections as graphs makes it possible to see the patterns, so you can find meaning in an otherwise over-whelming sea of facts.

About the Book *Visualizing Graph Data* teaches you how to understand graph data, build graph data structures, and create meaningful visualizations. This engaging book gently introduces graph data visualization through fascinating examples and compelling case studies. You'll discover simple, but effective, techniques to model your data, handle big data, and depict temporal and spatial data. By the end, you'll have a conceptual foundation as well as the practical skills to explore your own data with confidence.

What's Inside

- Techniques for creating effective visualizations
- Examples using the Gephi and KeyLines visualization packages
- Real-world case studies

About the Reader No prior experience with graph data is required. About the Author Corey Lanum has decades of experience building visualization and analysis applications for companies and

government agencies around the globe. Table of Contents PART 1 - GRAPH VISUALIZATION BASICS Getting to know graph visualization Case studies An introduction to Gephi and KeyLines PART 2 VISUALIZE YOUR OWN DATA Data modeling How to build graph visualizations Creating interactive visualizations How to organize a chart Big data: using graphs when there's too much data Dynamic graphs: how to show data over time Graphs on maps: the where of graph visualization

InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.

Modern electronics testing has a legacy of more than 40 years. The introduction of new technologies, especially nanometer technologies with 90nm or smaller geometry, has allowed the semiconductor industry to keep pace with the increased performance-capacity demands from consumers. As a result, semiconductor test costs have been growing steadily and typically amount to 40% of today's overall product cost. This book is a comprehensive guide to new VLSI Testing and Design-for-Testability techniques that will allow students, researchers, DFT practitioners, and VLSI designers to master quickly System-on-Chip Test architectures, for test debug and diagnosis of digital, memory, and analog/mixed-signal designs. Emphasizes VLSI Test principles and Design for Testability architectures, with numerous illustrations/examples. Most up-to-date coverage available, including Fault Tolerance, Low-Power Testing, Defect and Error Tolerance, Network-on-Chip (NOC) Testing, Software-Based Self-Testing, FPGA Testing, MEMS Testing, and System-In-Package (SIP) Testing, which are not yet available in any testing book. Covers the entire spectrum of VLSI testing and DFT architectures, from digital and analog, to memory circuits, and fault diagnosis and self-repair from digital to memory circuits. Discusses future nanotechnology test trends and challenges facing the nanometer design era; promising nanotechnology test techniques, including Quantum-Dots, Cellular Automata, Carbon-Nanotubes, and Hybrid Semiconductor/Nanowire/Molecular Computing. Practical problems at the end of each chapter for students.

Prepare for a successful career in medical assisting! Kinn's The Administrative Medical Assistant, 8th Edition helps you learn the real-world administrative skills essential to working in the health care office. In-depth coverage ranges from professional behavior and interpersonal skills to billing and coding, electronic health records and management of practice finances. Written by administrative medical assisting expert Alexandra Adams, this classic resource also includes an Evolve companion website with exercises and activities, videos, review questions for the CMA and RMA certification exams, and an interactive portfolio builder. Step-by-step, illustrated procedures make it easier to learn and understand medical assisting skills, and include rationales for each step. Threaded case scenarios let you develop critical thinking skills and apply concepts learned in each chapter to realistic administrative situations. Study Guide includes a variety of

exercises to test your knowledge and critical thinking skills, case scenarios from the book, and a Procedure Checklists Manual. Sold separately. Emergency Preparedness and Assisting with Medical Emergencies chapter prepares you to take action during crises and urgent situations. Detailed learning objectives and vocabulary with definitions in each chapter help you study more effectively, with connections icons linking concepts in the text to exercises in the study guide and on the Evolve companion website. Patient education and legal and ethical issues are described in relation to the Medical Assistant's job. A Portfolio Builder on the Evolve website helps you demonstrate proficiency to potential employers. NEW! Charting examples within the procedures are highlighted for easier learning. UPDATED coverage of the Electronic Health Record ensures that you are familiar with the technology you'll use on the job.

Computer LiteracyLulu.comThe Pocket Book of ProofreadingA Guide to Freelance Proofreading and Copy-EditingWilliam Robert Critchley

Online Counselor Education: A Guide for Students is an all-new guide for online students in counselor education programs. Students in online environments face a number of challenges that could put them at a disadvantage unless they have a resource to help guide them through some of the confusing aspects of an online environment. Such challenges include the lack of understanding surrounding graduate school performance expectations, balancing graduate school and life, the inability to connect with community members and local field agencies, and various other aspects unique to an online environment. This text from Carl J. Sheperis and R.J. Davis will help students through these challenges and act as an invaluable resource.

Parallel and High Performance Computing offers techniques guaranteed to boost your code's effectiveness. Summary Complex calculations, like training deep learning models or running large-scale simulations, can take an extremely long time. Efficient parallel programming can save hours—or even days—of computing time. Parallel and High Performance Computing shows you how to deliver faster run-times, greater scalability, and increased energy efficiency to your programs by mastering parallel techniques for multicore processor and GPU hardware. About the technology Write fast, powerful, energy efficient programs that scale to tackle huge volumes of data. Using parallel programming, your code spreads data processing tasks across multiple CPUs for radically better performance. With a little help, you can create software that maximizes both speed and efficiency. About the book Parallel and High Performance Computing offers techniques guaranteed to boost your code's effectiveness. You'll learn to evaluate hardware architectures and work with industry standard tools such as OpenMP and MPI. You'll master the data structures and algorithms best suited for high performance computing and learn techniques that save energy on handheld devices. You'll even run a massive tsunami simulation across a bank of GPUs. What's inside Planning a new parallel project Understanding differences in CPU and

GPU architecture Addressing underperforming kernels and loops Managing applications with batch scheduling About the reader For experienced programmers proficient with a high-performance computing language like C, C++, or Fortran. About the author Robert Robey works at Los Alamos National Laboratory and has been active in the field of parallel computing for over 30 years. Yuliana Zamora is currently a PhD student and Siebel Scholar at the University of Chicago, and has lectured on programming modern hardware at numerous national conferences. Table of Contents PART 1 INTRODUCTION TO PARALLEL COMPUTING 1 Why parallel computing? 2 Planning for parallelization 3 Performance limits and profiling 4 Data design and performance models 5 Parallel algorithms and patterns PART 2 CPU: THE PARALLEL WORKHORSE 6 Vectorization: FLOPs for free 7 OpenMP that performs 8 MPI: The parallel backbone PART 3 GPUS: BUILT TO ACCELERATE 9 GPU architectures and concepts 10 GPU programming model 11 Directive-based GPU programming 12 GPU languages: Getting down to basics 13 GPU profiling and tools PART 4 HIGH PERFORMANCE COMPUTING ECOSYSTEMS 14 Affinity: Truce with the kernel 15 Batch schedulers: Bringing order to chaos 16 File operations for a parallel world 17 Tools and resources for better code

This is a guide to freelance proofreading and copy-editing, with examples of proof correction marks and exercises with corrections supplied.

Digital Electronics and Design with VHDL offers a friendly presentation of the fundamental principles and practices of modern digital design. Unlike any other book in this field, transistor-level implementations are also included, which allow the readers to gain a solid understanding of a circuit's real potential and limitations, and to develop a realistic perspective on the practical design of actual integrated circuits. Coverage includes the largest selection available of digital circuits in all categories (combinational, sequential, logical, or arithmetic); and detailed digital design techniques, with a thorough discussion on state-machine modeling for the analysis and design of complex sequential systems. Key technologies used in modern circuits are also described, including Bipolar, MOS, ROM/RAM, and CPLD/FPGA chips, as well as codes and techniques used in data storage and transmission. Designs are illustrated by means of complete, realistic applications using VHDL, where the complete code, comments, and simulation results are included. This text is ideal for courses in Digital Design, Digital Logic, Digital Electronics, VLSI, and VHDL; and industry practitioners in digital electronics. Comprehensive coverage of fundamental digital concepts and principles, as well as complete, realistic, industry-standard designs Many circuits shown with internal details at the transistor-level, as in real integrated circuits Actual technologies used in state-of-the-art digital circuits presented in conjunction with fundamental concepts and principles Six chapters dedicated to VHDL-based techniques, with all VHDL-based designs synthesized onto CPLD/FPGA chips This book describes, analyzes, and recommends traffic engineering (TE) and quality of service (QoS) optimization

methods for integrated voice/data dynamic routing networks. These functions control a network's response to traffic demands and other stimuli, such as link failures or node failures. TE and QoS optimization is concerned with measurement, modeling, characterization, and control of network traffic, and the application of techniques to achieve specific performance objectives. The scope of the analysis and recommendations include dimensioning, call/flow and connection routing, QoS resource management, routing table management, dynamic transport routing, and operational requirements. Case studies are included which provide the reader with a concrete way into the technical details and highlight why and how to use the techniques described in the book. Includes Case Studies of MPLS and GMPLS Network Optimization Presents state-of-the-art traffic engineering and quality of service optimization methods and illustrates the tradeoffs between the various methods discussed Contains practical Case Studies based on large-scale service provider implementations and architecture plans Written by a highly respected and well known active expert in traffic engineering and quality of service

Though the fundamentals of letter writing have remained the same, the way we communicate in business is constantly evolving. Whether it's a formal printed letter or an email, the ability to write effective correspondence is essential for success-no matter what the industry. Containing more than 25 percent new material, The AMA Handbook of Business Letters provides readers with over 370 customizable model letters, divided into categories reflecting various aspects of business, including: * Sales, marketing, and public relations * Customer service * Human resources * Credit and collection * Letters to vendors and suppliers * Confirmations, requests, and replies * Permissions * And many more In addition, the book provides readers with a refresher course in the letter-writing basics, and helpful appendices listing common mistakes in grammar, word usage, and punctuation. Comprehensive-and now extensively updated-this invaluable resource provides professionals with an adaptable template for every conceivable business correspondence need.

Summary Elm is more than just a cutting-edge programming language, it's a chance to upgrade the way you think about building web applications. Once you get comfortable with Elm's refreshingly different approach to application development, you'll be working with a clean syntax, dependable libraries, and a delightful compiler that essentially eliminates runtime exceptions. Elm compiles to JavaScript, so your code runs in any browser, and Elm's best-in-class rendering speed will knock your socks off. Let's get started! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Simply put, the Elm programming language transforms the way you think about frontend web development. Elm's legendary compiler is an incredible assistant, giving you the precise and user-friendly support you need to work efficiently. Elm applications have small bundle sizes

that run faster than JavaScript frameworks and are famously easy to maintain as they grow. The catch? Elm isn't JavaScript, so you'll have some new skills to learn. About the book Elm in Action teaches you the Elm language along with a new approach to coding frontend applications. Chapter by chapter, you'll create a full-featured photo-browsing app, learning as you go about Elm's modular architecture, Elm testing, and how to work seamlessly with your favorite JavaScript libraries. You'll especially appreciate author and Elm core team member Richard Feldman's unique insights, based on his thousands of hours writing production code in Elm. When you're done, you'll have a toolbox of new development skills and a stunning web app for your portfolio. What's inside Scalable design for production web applications Single-page applications in Elm Data modeling in Elm Accessing JavaScript from Elm About the reader For web developers with no prior experience in Elm or functional programming. About the author Richard Feldman is a software engineer at NoRedInk and a well-known member of the Elm community. Table of Contents PART 1 - GETTING STARTED 1. Welcome to Elm 2. Your first Elm application 3. Compiler as assistant PART 2 - PRODUCTION-GRADE ELM 4. Talking to servers 5. Talking to JavaScript 6. Testing PART 3 - BUILDING BIGGER 7. Data modeling 8. Single-page applications

The book reflects new advances in Slavonic natural language processing at the beginning of the 21th century. The whole book was dedicated to Karel Pala.

Summary Hello App Inventor! introduces creative young readers to the world of mobile programming—no experience required! Featuring more than 30 fun invent-it-yourself projects, this full-color, fun-to-read book starts with the building blocks you need to create a few practice apps. Then you'll learn the skills you need to bring your own app ideas to life. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book Have you ever wondered how apps are made? Do you have a great idea for an app that you want to make reality? This book can teach you how to create apps for any Android device, even if you have never programmed before. With App Inventor, if you can imagine it, you can create it. Using this free, friendly tool, you can decide what you want your app to do and then click together colorful jigsaw-puzzle blocks to make it happen. App Inventor turns your project into an Android app that you can test on your computer, run on your phone, share with your friends, and even sell in the Google Play store. Hello App Inventor! introduces young readers to the world of mobile programming. It assumes no previous experience. Featuring more than 30 invent-it-yourself projects, this book starts with basic apps and gradually builds the skills you need to bring your own ideas to life. We've provided the graphics and sounds to get you started right away. And a special Learning Points feature connects the example you're following to important computing concepts you'll use in any programming language. App Inventor is developed and maintained by MIT. What's Inside Covers MIT App Inventor 2

How to create animated characters, games, experiments, magic tricks, and a Zombie Alarm clock Use advanced phone features like: Movement sensors Touch screen interaction GPS Camera Text Web connectivity About the Authors Paula Beerand Carl Simmons are professional educators and authors who spend most of their time training new teachers and introducing children to programming. Table of Contents Getting to know App Inventor Designing the user interface Using the screen: layouts and the canvas Fling, touch, and drag: user interaction with the touch screen Variables, decisions, and procedures Lists and loops Clocks and timers Animation Position sensors Barcodes and scanners Using speech and storing data on your phone Web-enabled apps Location-aware apps From idea to app Publishing and beyond

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