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## Instant Zurb Foundation 4

[Packt Publishing Ltd](#) **A quick and easy guide that follows a practical approach to rapidly create responsive web pages using Foundation 4 framework, following the mobile-first philosophy. If you are a web developer who wants to get the most out of your HTML5/CSS/JavaScript skills, this book is ideal for you. It is assumed that you will have some experience with these languages, but for those who don't, you can also be up and running in an instant.**

## Agile web development with AngularJS

[Carlos Azaustre](#) **Learn how to develop an AngularJS app from scratch to deploy to production environment, using Gulp to automate and enhance your workflow. More than 8000 downloads in Spanish Edition. 3 Formats available: PDF, ePub and Mobi. 64 pages. Table of contents: 1 . Basic Concepts (Structure, Technologies) 2. Configuration of the Work Environment (Installing Chrome, Git, File structure, Automate your workflow) 3. Anatomy of an AngularJS Application (HTML5Boilerplate, Application Modules, Controllers, Services, Views) 4. Design with CSS preprocessors (Fontawesome, Icon Fonts, Stylus) 5. Optimizing for Production (Template caching, JS Concatenation, Reducing CSS Code)**

## Aprendiendo JavaScript

## Desde cero hasta ECMAScript 6

[carlosazaustre.es](#) **Aprende las bases del lenguaje web más demandado. Desde cero hasta ECMAScript 6. Partiendo de las bases y poco a poco ampliándose hasta ver las nuevas características del lenguaje para hacer un uso profesional de él. JavaScript es el lenguaje de la web. Si necesitas programar en un navegador web, necesitas JavaScript. Gracias a el tenemos aplicaciones como Gmail, o Twitter, que son fuertemente dinámicas y hacen que la experiencia de uso sea mucho mejor que antaño, cuando las páginas web tenían que recargarse cada vez que realizábamos una acción. Es un lenguaje muy demandado en la industria hoy en día, ya que además de utilizarse en el navegador, también puede usarse en el lado del servidor (Node.js). Con la multitud de frameworks que existen pueden crearse Single Page Applications que emulan la experiencia de una aplicación móvil en el navegador. También pueden crearse aplicaciones híbridas con herramientas como Ionic y Cordova. ¿Has oído hablar del desarrollo basado en componentes? Te sonarán entonces Polymer, React. Con React Native puedes crear aplicaciones nativas para iOS y Android con únicamente JavaScript. ¿Aplicaciones Isomórficas? Hoy en día todo es posible con JavaScript.**

## Desarrollo Web ágil con AngularJS

### Aprendes buenas prácticas y desarrollo ágil con el framework de JavaScript AngularJS

[Carlos Azaustre Books](#) Hazte con uno de los libros sobre desarrollo web con Angular.js más descargados en español. Con más de 7000 descargas en España y Latinoamérica. Con él aprenderás buenas prácticas en el desarrollo de aplicaciones web con el framework de JavaScript Angular.js y aprenderás a automatizar tus tareas cotidianas en el Frontend con Gulp.js, para ser más productivo y ágil. Contenidos: Estructura de una aplicación web moderna, Tecnologías, Configuración del entorno de trabajo, Estructura de directorios y ficheros, Automatizando nuestro flujo de trabajo, Anatomía de una aplicación Angular JS, HTML5Boilerplate, Instalando dependencias, Módulos de la aplicación, Arquitectura Principal, Servicios, Controladores, Vistas parciales, Diseño con preprocesadores CSS, Optimizando para Producción, Cacheado de plantillas, Concatenación de ficheros JS y CSS, Servidor de archivos de producción, Reducción de código CSS.

## Learning Zurb Foundation

If you are a web designer, developer, or anyone who is interested in building responsive websites, then this book is a must-have. Basic knowledge of CSS, HTML, and JavaScript is required.

## Implementing Responsive Design

### Building Sites for an Anywhere, Everywhere Web

[New Riders Pub](#) Provides information on building responsive Web sites for a variety of devices and platforms.

## In an Instant

### A Family's Journey of Love and Healing

[Random House](#) In one of the most anticipated books of the year, Lee Woodruff, along with her husband, Bob Woodruff, share their never-before-told story of romance, resilience, and survival following the tragedy that transformed their lives and gripped a nation. In January 2006, the Woodruffs seemed to have it all—a happy marriage and four beautiful children. Lee was a public relations executive and Bob had just been named co-anchor of ABC's World News Tonight. Then, while Bob was embedded with the military in Iraq, an improvised explosive device went off near the tank he was riding in. He and his cameraman, Doug Vogt, were hit, and Bob suffered a traumatic brain injury that nearly killed him. In an Instant is the frank and compelling account of how Bob and Lee's lives came together, were blown apart, and then were miraculously put together again—and how they persevered, with grit but also with humor, through intense trauma and fear. Here are Lee's heartfelt memories of their courtship, their travels as Bob left a law practice behind and pursued his news career and Lee her freelance business, the glorious births of her children and the challenges of motherhood. Bob in turn recalls the moment he caught the journalism "bug" while covering Tiananmen Square for CBS News, his love of overseas assignments and his guilt about long separations from his family, and his pride at attaining the brass ring of television news—being chosen to fill the seat of the late Peter Jennings. And, for the first time, the Woodruffs reveal the agonizing details of Bob's terrible injuries and his remarkable recovery. We learn that Bob's return home was not an end to the journey but the first step into a future they have learned not to fear but to be grateful for. In an Instant is much more than the dual memoir of love and courage. It is an important, wise, and inspiring guide to coping with tragedy—and an extraordinary drama of marriage, family, war, and nation. A percentage of the proceeds from this book will be donated to the Bob Woodruff Family Fund for Traumatic Brain Injury.

## Game Programming for Teens

Course Technology Ptr Utilizes a hands-on approach to the fundamental principles and techniques of game programming, covering such topics as graphics, BlitzMax, audio, and special effects as it takes readers step-by-step through the process of creating a simple game.

## Word 2007

## The Missing Manual

"O'Reilly Media, Inc." Updated to incorporate the latest features, tools, and functions of the new version of the popular word processing software, a detailed manual explains all the basics, as well as how to create sophisticated page layouts, insert forms and tables, use graphics, and create book-length documents with outlines and Master Documents. Original. (All Users)

## UML 2.0 in a Nutshell

"O'Reilly Media, Inc." This comprehensive guide has been fully revised to cover UML 2.0, today's standard method for modelling software systems. Filled with concise information, it's been crafted to help IT professionals read, create, and understand system artefacts expressed using UML. Includes an example-rich tutorial for those who need familiarizing with the system.

## PCs For Dummies

John Wiley & Sons

## Head First Software Development

"O'Reilly Media, Inc." Provides information on successful software development, covering such topics as customer requirements, task estimates, principles of good design, dealing with source code, system testing, and handling bugs.

## Web 2.0: A Strategy Guide

## Business thinking and strategies behind successful Web 2.0 implementations.

"O'Reilly Media, Inc." Web 2.0 makes headlines, but how does it make money? This concise guide explains what's different about Web 2.0 and how those differences can improve your company's bottom line. Whether you're an executive plotting the next move, a small business owner looking to expand, or an entrepreneur planning a startup, Web 2.0: A Strategy Guide illustrates through real-life examples how businesses, large and small, are creating new opportunities on today's Web. This book is about strategy. Rather than focus on the technology, the examples concentrate on its effect. You will learn that creating a Web 2.0 business, or integrating Web 2.0 strategies with your existing business, means creating places online where people like to come together to share what they think, see, and do. When people come together over the Web, the result can be much more than the sum of the parts. The customers themselves help build the site, as old-fashioned "word of mouth" becomes hypergrowth. Web 2.0: A Strategy Guide demonstrates the power of this new paradigm by examining how: Flickr, a classic user-driven business, created value for itself by helping users create their own value Google made money with a model based on free search, and changed the rules for doing business on the Web-opening opportunities you can take advantage of Social network effects can support a business-ever wonder how

Facebook grew so quickly? Businesses like Amazon tap into the Web as a source of indirect revenue, using creative new approaches to monetize the investments they've made in the Web. Written by Amy Shuen, an authority on Silicon Valley business models and innovation economics, *Web 2.0: A Strategy Guide* explains how to transform your business by looking at specific practices for integrating Web 2.0 with what you do. If you're executing business strategy and want to know how the Web is changing business, this book is for you.

## Mastering Git

**Packt Publishing Ltd** Attain expert-level proficiency with Git for enhanced productivity and efficient collaboration by mastering advanced distributed version control features. **About This Book** Set up Git for solo and collaborative development. Harness the full power of Git version control system to customize Git behavior, manipulate history, integrate external tools and explore platform shortcuts. A detailed guide, which explains how to apply advanced Git techniques and workflows and ways to handle submodules. **Who This Book Is For** If you are a Git user with reasonable knowledge of Git and familiarity with basic concepts such as branching, merging, staging, and workflows, this is the book for you. Basic knowledge of installing Git and software configuration management concepts is essential. **What You Will Learn** Explore project history, find revisions using different criteria, and filter and format how history looks. Manage your working directory and staging area for commits and interactively create new revisions and amend them. Set up repositories and branches for collaboration. Submit your own contributions and integrate contributions from other developers via merging or rebasing. Customize Git behavior system-wide, on a per-user, per-repository, and per-file basis. Take up the administration and set up of Git repositories, configure access, find and recover from repository errors, and perform repository maintenance. Choose a workflow and configure and set up support for the chosen workflow. **In Detail** Git is one of the most popular types of Source Code Management (SCM) and Distributed Version Control System (DVCS). Despite the powerful and versatile nature of the tool enveloping strong support for nonlinear development and the ability to handle large projects efficiently, it is a complex tool and often regarded as "user-unfriendly". Getting to know the ideas and concepts behind the architecture of Git will help you make full use of its power and understand its behavior. Learning the best practices and recommended workflows should help you to avoid problems and ensure trouble-free development. The book scope is meticulously designed to help you gain deeper insights into Git's architecture, its underlying concepts, behavior, and best practices. **Mastering Git** starts with a quick implementation example of using Git for a collaborative development of a sample project to establish the foundation knowledge of Git operational tasks and concepts. Furthermore, as you progress through the book, the tutorials provide detailed descriptions of various areas of usage: from archaeology, through managing your own work, to working with other developers. This book also helps augment your understanding to examine and explore project history, create and manage your contributions, set up repositories and branches for collaboration in centralized and distributed version control, integrate work from other developers, customize and extend Git, and recover from repository errors. By exploring advanced Git practices, you will attain a deeper understanding of Git's behavior, allowing you to customize and extend existing recipes and write your own. **Style and approach** Step-by-step instructions and useful information make this book the ultimate guide to understanding and mastering Git. This book will show road to mastery example by example, while explaining mental model of Git. The Introduction section covers the 'Essentials' just for refreshing the basics. The main highlight is that the concepts are based on HOW the technology/framework works and not just practical 'WHAT to do'.

## Raspberry Pi Cookbook

**"O'Reilly Media, Inc."** The world of Raspberry Pi is evolving quickly, with many new interface boards and software libraries becoming available all the time. In this cookbook, prolific hacker and author Simon Monk provides more than 200 practical recipes for running this tiny low-cost computer with Linux, programming it with Python, and hooking up sensors, motors, and other hardware—including Arduino. You'll also learn basic principles to help you use new technologies with Raspberry Pi as its ecosystem develops. Python and other code examples from the book are available on GitHub. This cookbook is ideal for programmers and hobbyists familiar with the Pi through resources such as *Getting Started with Raspberry Pi* (O'Reilly). **Set up and manage your Raspberry Pi** Connect the Pi to a network. **Work with its Linux-based operating system** Use the Pi's ready-made software. **Program Raspberry Pi with Python** Control hardware through the GPIO connector. **Use Raspberry Pi to run different types of motors** Work with switches, keypads, and other digital inputs. **Hook up sensors for taking various measurements** Attach different displays, such as an LED matrix. **Create dynamic projects with Raspberry Pi and Arduino** Make sure to check out 10 of the over 60 video recipes for this book at: <http://razzpisampler.oreilly.com/> You can purchase all recipes at:

## Head First Algebra

### A Learner's Guide to Algebra I

"O'Reilly Media, Inc." Using the latest research in cognitive science and learning theory to craft a multi-sensory learning experience, the book uses a visually rich format designed for the way your brain works, not a text-heavy approach that puts you to sleep.--Publisher's note.

## Outlook 2007

### Beyond the Manual

Apress This manual is written for the experienced Outlook user who would find the manufacturer's manual too introductory to be useful. Basic features of email in general or of Outlook in particular are not discussed. The book highlights new Outlook 2007 capabilities and improvements. The narrative is fast-paced, concise, and respectful of the reader's familiarity with earlier versions of the program. The book covers integration with SharePoint, Word, and other Microsoft applications.

## Head Rush Ajax

"O'Reilly Media, Inc." Provides information on using Ajax in building Web applications.

## Java Cookbook

### Solutions and Examples for Java Developers

"O'Reilly Media, Inc." From lambda expressions and JavaFX 8 to new support for network programming and mobile development, Java 8 brings a wealth of changes. This cookbook helps you get up to speed right away with hundreds of hands-on recipes across a broad range of Java topics. You'll learn useful techniques for everything from debugging and data structures to GUI development and functional programming. Each recipe includes self-contained code solutions that you can freely use, along with a discussion of how and why they work. If you are familiar with Java basics, this cookbook will bolster your knowledge of the language in general and Java 8's main APIs in particular. Recipes include: Methods for compiling, running, and debugging Manipulating, comparing, and rearranging text Regular expressions for string- and pattern-matching Handling numbers, dates, and times Structuring data with collections, arrays, and other types Object-oriented and functional programming techniques Directory and filesystem operations Working with graphics, audio, and video GUI development, including JavaFX and handlers Network programming on both client and server Database access, using JPA, Hibernate, and JDBC Processing JSON and XML for data storage Multithreading and concurrency

## The Zen of Steve Jobs

John Wiley & Sons Presents a graphic interpretation of Steve Jobs's spiritual connections to Buddhism through his mentor and friend Kobun Otagawa, and describes how his search for perfection helped bring about the iPod and the resurgence of Apple.

## Thermodynamics For Dummies

[John Wiley & Sons](#) Take some heat off the complexity of thermodynamics Does the mere thought of thermodynamics make you sweat? It doesn't have to! This hands-on guide helps you score your highest in a thermodynamics course by offering easily understood, plain-English explanations of how energy is used in things like automobiles, airplanes, air conditioners, and electric powerplants. Thermodynamics 101 — take a look at some examples of both natural and man-made thermodynamic systems and get a handle on how energy can be used to perform work Turn up the heat — discover how to use the first and second laws of thermodynamics to determine (and improve upon) the efficiency of machines Oh, behave — get the 411 on how gases behave and relate to one another in different situations, from ideal-gas laws to real gases Burn with desire — find out everything you need to know about conserving mass and energy in combustion processes Open the book and find: The laws of thermodynamics Important properties and their relationships The lowdown on solids, liquids, and gases How work and heat go hand in hand The cycles that power thermodynamic processes Chemical mixtures and reactions Ten pioneers in thermodynamics Real-world applications of thermodynamic laws and concepts Learn to: Master the concepts and principles of thermodynamics Develop the problem-solving skills used by professional engineers Ace your thermodynamics course

## HTML5

## The Missing Manual

["O'Reilly Media, Inc."](#) A guide to HTML5 covers such topics as markup, Web forms, audio and video, Canvas, CSS3, data storage, offline applications, and JavaScript.

## The Smashing Book #2

The Smashing Book 2 shares valuable practical insight into design, usability and coding. It provides professional advice for designing mobile applications and building successful e-commerce websites, and it explains common coding mistakes and how to avoid them. You will explore the principles of professional design thinking and graphic design and learn how to apply psychology and game theory to create engaging user experiences. TABLE OF CONTENTS - The Principles of Good Graphic Design - Visible vs. Invisible Design - Designing Mobile User Experiences - Sketching, Wireframing and Prototyping - Red Flags (Warning Signs) in Web Development - The Future of Web Typography - Applying Game Design Principles to User Experience Design - When They Click: Psychology of Web Design and User Behavior - Design Patterns in ECommerce Websites (Study) - How to Make a Book (Like This One) This Book was written by Matt Ward, Alexander Charchar, Francisco Inchauste, Mike Rundle, Janko Jovanovic, Christian Heilmann, Vivien Anayian, Christoph Kolb, Susan Weinschenk, Steven Bradley, The Smashing Editorial Team.

## Marathon

## You Can Do It!

[Shelter Publications, Inc.](#) Details Jeff Galloway's walk/run training methods including the new "magic mile" time trial, fat-burning techniques, and adjustments in the weekly schedule to prevent injuries and improve performance.

## Puppies For Dummies

[For Dummies](#) Arguably, there is no animal in the world that can offer you the amount of unconditional devotion as a dog. The period of puppyhood can be the toughest and most delightful era in your dog's life. Each puppy, as it grows into doghood, faces - and sees - the world in different and unique ways. Some puppies thrive on human interaction; others

prefer an independent lifestyle. Some love the general mayhem that small children create; others find the commotion less thrilling. Your puppy will grow up to be your friend, keeper, and voice. **Puppies For Dummies** is for anyone interested in exploring this momentous era in a dog's life. Whether you already have a puppy curled at your feet (or chewing at your shoelaces), or if you're still in the thinking-about-it stage, this clearly written and easy-to-understand guide will help you to Choose the perfect puppy Raise a well-mannered, happy puppy Housetrain your puppy quickly and effectively Provide proper puppy care and nutrition Keep peace between kids and puppies Find out how to create a lasting relationship between your puppy and you. Explore different training methods to fit your puppy's needs. **Puppies For Dummies** also covers the following topics and more: Finding a puppy that fits your lifestyle Where to get your puppy Shopping for puppy supplies The five stages of development Teaching your pup some control and manners Ensuring the fitness and health of your puppy Fun games and tricks Having a puppy and experiencing it grow up to be full-grown dog is an amazing journey that will never be forgotten. With a focus on behavior and relationship, this book will show you everything you need to know about your puppy so that it will grow up to be a healthy, playful, and well-mannered dog.

## The Smashing Book #1

[Smashing Magazine](#) **The Smashing Book #1 (eBook)** is the digital version of the printed book about best practices in modern Web design. The Smashing Book #1 shares technical tips and best practices on coding, usability and optimization and explores how to create successful user interfaces and apply marketing principles to increase conversion rates. It also shows how to get the most out of typography, color and branding so that you end up with intuitive and effective Web designs. And lastly, you will also get a peek behind the curtains of Smashing Magazine. **TABLE OF CONTENTS** - The Art And Science Of CSS Layouts - User Interface Design In Modern Applications - Web Typography: Rules, Guidelines And Common Mistakes - Usability Principles For Modern Websites - The Guide to Fantastic Color Usage In Web Design and Usability - Performance Optimization For Websites - Design To Sell: Increasing Conversion Rates - How To Turn A Site Into A Remarkable Brand - Learning From Experts: Interviews And Insights - The Smashing Story The book is written by Jacob Gube (SixRevisions) Dmitry Fadeev (UsabilityPost) Chris Spooner (Spoongraphics) Darius A Monsef IV (COLOURlovers.com) Alessandro Cattaneo (with co-editing by Jon Tan) Steven Snell (VandelayDesign) David Leggett (UXBooth) Andrew Maier (UXBooth) Kayla Knight (regular writer on SM) Yves Peters (Typographica.org) René Schmidt (system administrator of our servers) and The Smashing Magazine editorial team, Vitaly Friedman and Sven Lennartz. The book was edited by Vitaly Friedman, editor-in-chief of Smashing Magazine.

## Easy Web Development with Wavemaker

[Packt Publishing Ltd](#) **A step-by-step guide. Web application developers who wish to use Wavemaker. This would be a handy guide for all users including newbies, hence no prior knowledge of Wavemaker is required.**

## I Love You Book

[Interactive Publications](#) **A child discovers the smell, sound, excitement and magic of reading books. Suggested level: junior.**

## PHP 7: Real World Application Development

[Packt Publishing Ltd](#) **Use new features of PHP 7 to solve practical, real-world problems faced by PHP developers like yourself every day. About This Book This course covers the new features of version 7.x, best practices for server-side programming, and MVC frameworks Leverage the potential of PHP for server-side programming, memory management, and Object-Oriented Programming to improve your programming productivity This course also illustrates the development of a complete modular application using PHP 7 in detail Who This Book Is For If you are an aspiring web developer, mobile developer, or back-end programmer, who has basic experience in PHP programming and wants to develop performance-critical applications, then this course is for you. It will take your PHP programming skills to next level. What You Will Learn Solve practical real-world programming problems using PHP 7 Discover where and when PHP 5 code needs to be re-written to avoid backwards-compatibility breaks Use advanced PHP 7 features such as the Abstract Syntax Tree, Uniform Variable Syntax, Scalar Type Hints, Generator Delegation, Anonymous Classes, and the Context Sensitive Lexer Set up a high performance development and production environment for PHP 7 Discover new OOP features in PHP 7 to achieve high performance Discover the new features of PHP 7 that are relevant to modular application development Explore the ins and outs of the Symfony framework Build a set of modules based on the Symfony framework that comprise a simple web shop app In Detail PHP is a great language for developing web applications. It is essentially a server-side scripting language. PHP 7 is the latest version, providing major backward-compatibility breaks and**

focusing on improved performance and speed. This course follows a learning path which is divided into three modules. Each module is a mini course in its own right, taking your basic PHP programming skills to the next level by showing you intermediate to advanced PHP techniques with a focus on PHP 7. This way, get you equipped with the tools and skills required to develop professional and efficient applications for your websites and enterprises. The first module of the book is a programming cookbook that consists over 80 recipes! Each recipe is designed to solve practical, real-world problems faced by PHP developers like yourself every day. This course also covers new ways of writing PHP code made possible only in version 7. The second module of the course is designed to improve the performance and productivity of your application. We'll introduce you to the concepts of Object-Oriented Programming (OOP) in PHP 7, then shed some light on how to improve the performance of your PHP 7 applications and database. Throughout this module you will be introduced to benchmarking tools. With all important concepts of PHP covered up you will move on to third module. In this module you will gain a deep insight into the modular programming paradigm and how to achieve modularity in your PHP code. Modular design techniques help you build readable, manageable, reusable, and more efficient codes. PHP 7, which is a popular open source scripting language, is used to build modular functions for your software. This Learning Path combines some of the best that Packt has to offer in one complete, curated package. It includes content from the following Packt products: PHP 7 Programming Cookbook, Doug Bierer Learning PHP 7 High Performance, Altaf Hussain Modular Programming with PHP 7, Branko Ajzele Style and approach This book takes a practical, step-by-step approach with real-world examples that serve as building blocks for your application development and guide you through improving the quality of your code.

## Unity 2020 Mobile Game Development

### Discover practical techniques and examples to create and deliver engaging games for Android and iOS, 2nd Edition

**Packt Publishing Ltd** A practical guide on how to use Unity for building cross-platform mobile games and Augmented Reality apps using the latest Unity 2020 toolset **Key Features**Create, deploy, and monetize captivating and immersive games on Android and iOS platformsTake your games into the real world by adding augmented reality features to your mobile projectsKick-start your mobile game development journey with step-by-step instructions and a demo game projectBook Description Unity 2020 brings a lot of new features that can be harnessed for building powerful games for popular mobile platforms. This updated second edition delves into Unity development, covering the new features of Unity, modern development practices, and augmented reality (AR) for creating an immersive mobile experience. The book takes a step-by-step approach to building an endless runner game using Unity to help you learn the concepts of mobile game development. This new edition also covers AR features and explains how to implement them using ARCore and ARKit with Unity. The book explores the new mobile notification package and helps you add notifications for your games. You'll learn how to add touch gestures and design UI elements that can be used in both landscape and portrait modes at different resolutions. The book then covers the best ways to monetize your games using Unity Ads and in-app purchases before you learn how to integrate your game with various social networks. Next, using Unity's analytics tools, you'll enhance your game by gaining insights into how players like and use your game. Finally, you'll take your games into the real world by implementing AR capabilities and publishing them on both Android and iOS app stores. By the end of this book, you will have learned Unity tools and techniques and be able to use them to build robust cross-platform mobile games. What you will learnDesign responsive user interfaces for your mobile gamesDetect collisions, receive user input, and create player movements for your mobile gamesCreate interesting gameplay elements using inputs from your mobile deviceExplore the mobile notification package in Unity game engine to keep players engagedCreate interactive and visually appealing content for Android and iOS devicesMonetize your game projects using Unity Ads and in-app purchasesWho this book is for If you are a game developer or mobile developer who wants to learn Unity and use it to build mobile games for iOS and Android, then this Unity book is for you. Prior knowledge of C# and Unity will be beneficial but is not mandatory.

## Java Data Mining: Strategy, Standard, and Practice

# A Practical Guide for Architecture, Design, and Implementation

[Elsevier](#) Whether you are a software developer, systems architect, data analyst, or business analyst, if you want to take advantage of data mining in the development of advanced analytic applications, Java Data Mining, JDM, the new standard now implemented in core DBMS and data mining/analysis software, is a key solution component. This book is the essential guide to the usage of the JDM standard interface, written by contributors to the JDM standard. Data mining introduction - an overview of data mining and the problems it can address across industries; JDM's place in strategic solutions to data mining-related problems JDM essentials - concepts, design approach and design issues, with detailed code examples in Java; a Web Services interface to enable JDM functionality in an SOA environment; and illustration of JDM XML Schema for JDM objects JDM in practice - the use of JDM from vendor implementations and approaches to customer applications, integration, and usage; impact of data mining on IT infrastructure; a how-to guide for building applications that use the JDM API Free, downloadable KJDM source code referenced in the book available here

## Implementing Domain-Specific Languages with Xtext and Xtend

[Packt Publishing Ltd](#) Learn how to implement a DSL with Xtext and Xtend using easy-to-understand examples and best practices About This Book Leverage the latest features of Xtext and Xtend to develop a domain-specific language. Integrate Xtext with popular third party IDEs and get the best out of both worlds. Discover how to test a DSL implementation and how to customize runtime and IDE aspects of the DSL Who This Book Is For This book is targeted at programmers and developers who want to create a domain-specific language with Xtext. They should have a basic familiarity with Eclipse and its functionality. Previous experience with compiler implementation can be helpful but is not necessary since this book will explain all the development stages of a DSL. What You Will Learn Write Xtext grammar for a DSL; Use Xtend as an alternative to Java to write cleaner, easier-to-read, and more maintainable code; Build your Xtext DSLs easily with Maven/Tycho and Gradle; Write a code generator and an interpreter for a DSL; Explore the Xtext scoping mechanism for symbol resolution; Test most aspects of the DSL implementation with JUnit; Understand best practices in DSL implementations with Xtext and Xtend; Develop your Xtext DSLs using Continuous Integration mechanisms; Use an Xtext editor in a web application In Detail Xtext is an open source Eclipse framework for implementing domain-specific languages together with IDE functionalities. It lets you implement languages really quickly; most of all, it covers all aspects of a complete language infrastructure, including the parser, code generator, interpreter, and more. This book will enable you to implement Domain Specific Languages (DSL) efficiently, together with their IDE tooling, with Xtext and Xtend. Opening with brief coverage of Xtext features involved in DSL implementation, including integration in an IDE, the book will then introduce you to Xtend as this language will be used in all the examples throughout the book. You will then explore the typical programming development workflow with Xtext when we modify the grammar of the DSL. Further, the Xtend programming language (a fully-featured Java-like language tightly integrated with Java) will be introduced. We then explain the main concepts of Xtext, such as validation, code generation, and customizations of runtime and UI aspects. You will have learned how to test a DSL implemented in Xtext with JUnit and will progress to advanced concepts such as type checking and scoping. You will then integrate the typical Continuous Integration systems built in to Xtext DSLs and familiarize yourself with Xbase. By the end of the book, you will manually maintain the EMF model for an Xtext DSL and will see how an Xtext DSL can also be used in IntelliJ. Style and approach A step-by step-tutorial with illustrative examples that will let you master using Xtext and implementing DSLs with its custom language, Xtend.

## Learning Apache Spark 2

[Packt Publishing Ltd](#) Learn about the fastest-growing open source project in the world, and find out how it revolutionizes big data analytics About This Book Exclusive guide that covers how to get up and running with fast data processing using Apache Spark Explore and exploit various possibilities with Apache Spark using real-world use cases in this book Want to perform efficient data processing at real time? This book will be your one-stop solution. Who This Book Is For This guide appeals to big data engineers, analysts, architects, software engineers, even technical managers who need to perform efficient data processing on Hadoop at real time. Basic familiarity with Java or Scala will be helpful. The assumption is that readers will be from a mixed background, but would be typically people with background in engineering/data science with no prior Spark experience and want to understand how Spark can help them on their analytics journey. What You Will Learn Get an overview of big data analytics and its importance for organizations and data professionals Delve into Spark to see how it is different from existing processing platforms Understand the intricacies of various file formats, and how to process them with Apache Spark. Realize how to deploy Spark with YARN, MESOS or a Stand-alone cluster manager. Learn the concepts of Spark SQL, SchemaRDD, Caching and working with Hive and Parquet file formats Understand the architecture of Spark MLLib while discussing some of the off-the-shelf algorithms that come with Spark. Introduce yourself to the deployment and usage of SparkR.

Walk through the importance of Graph computation and the graph processing systems available in the market Check the real world example of Spark by building a recommendation engine with Spark using ALS. Use a Telco data set, to predict customer churn using Random Forests. In Detail Spark juggernaut keeps on rolling and getting more and more momentum each day. Spark provides key capabilities in the form of Spark SQL, Spark Streaming, Spark ML and Graph X all accessible via Java, Scala, Python and R. Deploying the key capabilities is crucial whether it is on a Standalone framework or as a part of existing Hadoop installation and configuring with Yarn and Mesos. The next part of the journey after installation is using key components, APIs, Clustering, machine learning APIs, data pipelines, parallel programming. It is important to understand why each framework component is key, how widely it is being used, its stability and pertinent use cases. Once we understand the individual components, we will take a couple of real life advanced analytics examples such as 'Building a Recommendation system', 'Predicting customer churn' and so on. The objective of these real life examples is to give the reader confidence of using Spark for real-world problems. Style and approach With the help of practical examples and real-world use cases, this guide will take you from scratch to building efficient data applications using Apache Spark. You will learn all about this excellent data processing engine in a step-by-step manner, taking one aspect of it at a time. This highly practical guide will include how to work with data pipelines, dataframes, clustering, SparkSQL, parallel programming, and such insightful topics with the help of real-world use cases.

## Deep Learning with Theano

Packt Publishing Ltd Develop deep neural networks in Theano with practical code examples for image classification, machine translation, reinforcement agents, or generative models. **About This Book** Learn Theano basics and evaluate your mathematical expressions faster and in an efficient manner Learn the design patterns of deep neural architectures to build efficient and powerful networks on your datasets Apply your knowledge to concrete fields such as image classification, object detection, chatbots, machine translation, reinforcement agents, or generative models. **Who This Book Is For** This book is indented to provide a full overview of deep learning. From the beginner in deep learning and artificial intelligence, to the data scientist who wants to become familiar with Theano and its supporting libraries, or have an extended understanding of deep neural nets. Some basic skills in Python programming and computer science will help, as well as skills in elementary algebra and calculus. **What You Will Learn** Get familiar with Theano and deep learning Provide examples in supervised, unsupervised, generative, or reinforcement learning. Discover the main principles for designing efficient deep learning nets: convolutions, residual connections, and recurrent connections. Use Theano on real-world computer vision datasets, such as for digit classification and image classification. Extend the use of Theano to natural language processing tasks, for chatbots or machine translation Cover artificial intelligence-driven strategies to enable a robot to solve games or learn from an environment Generate synthetic data that looks real with generative modeling Become familiar with Lasagne and Keras, two frameworks built on top of Theano **In Detail** This book offers a complete overview of Deep Learning with Theano, a Python-based library that makes optimizing numerical expressions and deep learning models easy on CPU or GPU. The book provides some practical code examples that help the beginner understand how easy it is to build complex neural networks, while more experimented data scientists will appreciate the reach of the book, addressing supervised and unsupervised learning, generative models, reinforcement learning in the fields of image recognition, natural language processing, or game strategy. The book also discusses image recognition tasks that range from simple digit recognition, image classification, object localization, image segmentation, to image captioning. Natural language processing examples include text generation, chatbots, machine translation, and question answering. The last example deals with generating random data that looks real and solving games such as in the Open-AI gym. At the end, this book sums up the best -performing nets for each task. While early research results were based on deep stacks of neural layers, in particular, convolutional layers, the book presents the principles that improved the efficiency of these architectures, in order to help the reader build new custom nets. **Style and approach** It is an easy-to-follow example book that teaches you how to perform fast, efficient computations in Python. Starting with the very basics-NumPy, installing Theano, this book will take you to the smooth journey of implementing Theano for advanced computations for machine learning and deep learning.

## Apache Tomcat 7 Essentials

Packt Publishing Ltd This book is a step-by-step tutorial for anyone wanting to learn Apache Tomcat 7 from scratch. There are plenty of illustrations and examples to escalate you from a novice to an expert with minimal strain. If you are a J2EE administrator, migration administrator, technical architect, or a project manager for a web hosting domain, and are interested in Apache Tomcat 7, then this book is for you. If you are someone responsible for installation, configuration, and management of Tomcat 7, then too, this book will be of help to you.

## Mental Training for Runners

### How to Stay Motivated

[Meyer & Meyer Verlag](#) In a unique guide for runners, the author looks at ways to train the mind to break free of life's stresses and stay focused in one's training regimen. Original.

## Akka Cookbook

[Packt Publishing Ltd](#) Learn how to use the Akka framework to build effective applications in Scala About This Book Covers a discussion on Lagom—the newest launched Akka framework that is built to create complex microservices easily The recipe approach of the book allows the reader to know important and independent concepts of Scala and Akka in a seamless manner Provides a comprehensive understanding of the Akka actor model and implementing it to create reactive web applications Who This Book Is For If you are a Scala developer who wants to build scalable and concurrent applications, then this book is for you. Basic knowledge of Akka will help you take advantage of this book. What You Will Learn Control an actor using the ContolAware mailbox Test a fault-tolerant application using the Akka test kit Create a parallel application using futures and agents Package and deploy Akka application inside Docker Deploy remote actors programmatically on different nodes Integrate Streams with Akka actors Install Lagom and create a Lagom project In Detail Akka is an open source toolkit that simplifies the construction of distributed and concurrent applications on the JVM. This book will teach you how to develop reactive applications in Scala using the Akka framework. This book will show you how to build concurrent, scalable, and reactive applications in Akka. You will see how to create high performance applications, extend applications, build microservices with Lagom, and more. We will explore Akka's actor model and show you how to incorporate concurrency into your applications. The book puts a special emphasis on performance improvement and how to make an application available for users. We also make a special mention of message routing and construction. By the end of this book, you will be able to create a high-performing Scala application using the Akka framework. Style and approach This highly practical recipe-based approach will allow you to build scalable, robust, and reactive applications using the Akka framework.

## Learning Functional Data Structures and Algorithms

[Packt Publishing Ltd](#) Learn functional data structures and algorithms for your applications and bring their benefits to your work now About This Book Moving from object-oriented programming to functional programming? This book will help you get started with functional programming. Easy-to-understand explanations of practical topics will help you get started with functional data structures. Illustrative diagrams to explain the algorithms in detail. Get hands-on practice of Scala to get the most out of functional programming. Who This Book Is For This book is for those who have some experience in functional programming languages. The data structures in this book are primarily written in Scala, however implementing the algorithms in other functional languages should be straight forward. What You Will Learn Learn to think in the functional paradigm Understand common data structures and the associated algorithms, as well as the context in which they are commonly used Take a look at the runtime and space complexities with the O notation See how ADTs are implemented in a functional setting Explore the basic theme of immutability and persistent data structures Find out how the internal algorithms are redesigned to exploit structural sharing, so that the persistent data structures perform well, avoiding needless copying. Get to know functional features like lazy evaluation and recursion used to implement efficient algorithms Gain Scala best practices and idioms In Detail Functional data structures have the power to improve the codebase of an application and improve efficiency. With the advent of functional programming and with powerful functional languages such as Scala, Clojure and Elixir becoming part of important enterprise applications, functional data structures have gained an important place in the developer toolkit. Immutability is a cornerstone of functional programming. Immutable and persistent data structures are thread safe by definition and hence very appealing for writing robust concurrent programs. How do we express traditional algorithms in functional setting? Won't we end up copying too much? Do we trade performance for versioned data structures? This book attempts to answer these questions by looking at functional implementations of traditional algorithms. It begins with a refresher and consolidation of what functional programming is all about. Next, you'll get to know about Lists, the work horse data type for most functional languages. We show what structural sharing means and how it helps to make immutable data structures efficient and practical. Scala is the primary implementation languages for most of the examples. At times, we also present Clojure snippets to illustrate the underlying fundamental theme. While writing code, we use ADTs (abstract data types). Stacks, Queues, Trees and Graphs are all familiar ADTs. You will see how these ADTs are implemented in a functional setting. We look at implementation techniques like

amortization and lazy evaluation to ensure efficiency. By the end of the book, you will be able to write efficient functional data structures and algorithms for your applications. Style and approach Step-by-step topics will help you get started with functional programming. Learn by doing with hands-on code snippets that give you practical experience of the subject.

## Ice Age Extinction

### Cause and Human Consequences

**Algora Publishing Global warming seen from the other side: by the end of the last ice age, the earth had lost most of its large animal species and most of its humans. In a novel approach the author argues that the main cause of this catastrophic extinction was a drastic reduction in atmospheric carbon dioxide, due to the long period of cold, and he backs up his theory with scientific explanations given in clear language for the general reader. The author explores the causes of Earth's cyclical temperature changes and shows how those temperature shifts touch off a chain of events in the atmosphere, in the oceans and on land. Cold temperature was the trigger; and the resultant reduction in carbon dioxide, he argues, was the bullet that killed off so many species. The re-warming released more carbon dioxide into the atmosphere and fueled a resurgence which we are still enjoying. In addition, the author describes the human responses to increases in atmospheric carbon dioxide after the last ice age and in the last 150 years. Near the end of the last ice age, atmospheric carbon dioxide was about half of what it is today. Due to the lack of carbon dioxide, most of the vegetation disappeared from the middle and high latitudes. Without plants to eat, many large animals became extinct; North America lost three-fourths of its large animals including the woolly mammoth, mastodon, and saber tooth cat. Humans, too, had little to eat in these areas and their population declined dramatically. The book then explains how and why atmospheric carbon dioxide increased by about 50% after the last ice age ended, encouraging a population explosion among plants, animals and humans, all of which then migrated into many previously barren areas. More recently, the 28% increase in atmospheric carbon dioxide in the last 150 years has caused a six-fold increase in the human population. Changes in the next 300 years will reverse some of the current trends. There have been some books on the causes of extinction over the last forty years, but all looked at other causes and none examined the role of low atmospheric carbon dioxide. This book has value for anyone interested in the ice age extinction; glaciers; the glacial cycle; the atmosphere and oceans; the past and future of plants, animals, and humans. It provides long-term information on atmospheric carbon dioxide, global warming and cooling.**

## Mastering Drupal 8

**Packt Publishing Ltd Mastering Drupal can lead to a mighty website - discover what Drupal 8 can really do with hidden techniques, best practices, and more! About This Book The most up-to-date advanced practical guide on Drupal 8 with an in-depth look at all the advanced new features such as authoring, HTML markup, built-in web services, and more If you are looking to dive deep into Drupal 8 and create industry-standard web apps, then this is the ideal book for you All the code and examples are explained in great detail to help you in the development process Who This Book Is For This book is ideally suited to web developers, designers, and web administrators who want to dive deep into Drupal. Previous experience with Drupal is a must to unleash the full potential of this book. What You Will Learn Discover how to better manage content using custom blocks and views Display content in multiple ways, taking advantage of display modes Create custom modules with YAML and Symfony 2 Easily translate content using the new multilingual capabilities Use RESTful services and JavaScript frameworks to build headless websites Manage Drupal configuration from one server to another easily In Detail Drupal is an open source content management system trusted by governments and organizations around the globe to run their websites. It brings with it extensive content authoring tools, reliable performance, and a proven track record of security. The community of more than 1,000,000 developers, designers, editors, and others have developed and maintained a wealth of modules, themes, and other add-ons to help you build a dynamic web experience. Drupal 8 is the latest release of the Drupal built on the Symfony2 framework. This is the largest change to the Drupal project in its history. The entire API of Drupal has been rebuilt using Symfony and everything from the administrative UI to themes to custom module development has been affected. This book will cover everything you need to plan and build a complete website using Drupal 8. It will provide a clear and concise walkthrough of the more than 200 new features and improvements introduced in Drupal core. In this book, you will learn advanced site building techniques, create and modify themes using Twig, create custom modules using the new Drupal API, explore the new REST and Multilingual functionality, import, and export Configuration, and learn how to migrate from earlier versions of Drupal. Style and approach This book takes a practical approach with equal emphasis on examples and illustrative screenshots.**