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C Tips from the New School

SitePoint If you understand basic mathematics and know how to program with Python, you're ready to dive into signal processing. While most resources start with theory to teach this complex

subject, this practical book introduces techniques by showing you how they're applied in the real world. In the first chapter alone, you'll be able to decompose a sound into its harmonics, modify the harmonics, and generate new sounds. Author Allen Downey explains techniques such as spectral decomposition, filtering, convolution, and the Fast Fourier Transform. This book also provides exercises and code examples to help you understand the material. You'll explore: Periodic signals and their spectrums Harmonic structure of simple waveforms Chirps and other sounds whose spectrum changes over time Noise signals and natural sources of noise The autocorrelation function for estimating pitch The discrete cosine transform (DCT) for compression The Fast Fourier Transform for spectral analysis Relating operations in time to filters in the frequency domain Linear time-invariant (LTI) system theory Amplitude modulation (AM) used in radio Other books in this series include Think Stats and Think Bayes, also by Allen Downey. **Linux Observability with BPF** Springer Build real-world,

production-ready solutions in Go using cutting-edge technology and techniques About This Book Get up to date with Go and write code capable of delivering massive world-class scale performance and availability Learn to apply the nuances of the Go language, and get to know the open source community that surrounds it to implement a wide range of start-up quality projects Write interesting and clever but simple code, and learn skills and techniques that are directly transferrable to your own projects Who This Book Is For If you are familiar with Go and are want to put your knowledge to work, then this is the book for you. Go programming knowledge is a must. What You Will Learn Build quirky and fun projects from scratch while exploring patterns, practices, and techniques, as well as a range of different technologies Create websites and data services capable of massive scale using Go's net/http package, exploring RESTful patterns as well as low-latency WebSocket APIs Interact with a variety of remote web services to consume capabilities ranging from authentication and

authorization to a fully functioning thesaurus Develop high-quality command-line tools that utilize the powerful shell capabilities and perform well using Go's in-built concurrency mechanisms Build microservices for larger organizations using the Go Kit library Implement a modern document database as well as high-throughput messaging queue technology to put together an architecture that is truly ready to scale Write concurrent programs and gracefully manage the execution of them and communication by smartly using channels Get a feel for app deployment using Docker and Google App Engine In Detail Go is the language of the Internet age, and the latest version of Go comes with major architectural changes. Implementation of the language, runtime, and libraries has changed significantly. The compiler and runtime are now written entirely in Go. The garbage collector is now concurrent and provides dramatically lower pause times by running in parallel with other Go routines when possible. This book will show you how to leverage all the latest features and much more. This book shows you how to build powerful

systems and drops you into real-world situations. You will learn to develop high-quality command-line tools that utilize the powerful shell capabilities and perform well using Go's in-built concurrency mechanisms. Scale, performance, and high availability lie at the heart of our projects, and the lessons learned throughout this book will arm you with everything you need to build world-class solutions. You will get a feel for app deployment using Docker and Google App Engine. Each project could form the basis of a start-up, which means they are directly applicable to modern software markets. Style and approach This book provides fun projects that involve building applications from scratch. These projects will teach you to build chat applications, a distributed system, and a recommendation system. Digital Signal Processing in Python Apress Cyber-criminals have your web applications in their crosshairs. They search for and exploit common security mistakes in your web application to steal user data. Learn how you can secure your Node.js applications, database and web server to avoid these security holes. Discover the primary attack vectors

against web applications, and implement security best practices and effective countermeasures. Coding securely will make you a stronger web developer and analyst, and you'll protect your users. Bake security into your code from the start. See how to protect your Node.js applications at every point in the software development life cycle, from setting up the application environment to configuring the database and adding new functionality. You'll follow application security best practices and analyze common coding errors in applications as you work through the real-world scenarios in this book. Protect your database calls from database injection attacks and learn how to securely handle user authentication within your application. Configure your servers securely and build in proper access controls to protect both the web application and all the users using the service. Defend your application from denial of service attacks. Understand how malicious actors target coding flaws and lapses in programming logic to break in to web applications to steal information and disrupt operations. Work through examples illustrating security methods in Node.js. Learn defenses to

protect user data flowing in and out of the application. By the end of the book, you'll understand the world of web application security, how to avoid building web applications that attackers consider an easy target, and how to increase your value as a programmer. What You Need: In this book we will be using mainly Node.js. The book covers the basics of JavaScript and Node.js. Since most Web applications have some kind of a database backend, examples in this book work with some of the more popular databases, including MySQL, MongoDB, and Redis.

Get Programming with Node.js CRC Press

Like it or not, JavaScript is everywhere these days—from browser to server to mobile—and now you, too, need to learn the language or dive deeper than you have. This concise book guides you into and through JavaScript, written by a veteran programmer who once found himself in the same position. Speaking JavaScript helps you approach the language with four standalone sections. First, a quick-start guide teaches you just enough of the language to help you be productive right away. More experienced

JavaScript programmers will find a complete and easy-to-read reference that covers each language feature in depth. Complete contents include: JavaScript quick start: Familiar with object-oriented programming? This part helps you learn JavaScript quickly and properly. JavaScript in depth: Learn details of ECMAScript 5, from syntax, variables, functions, and object-oriented programming to regular expressions and JSON with lots of examples. Pick a topic and jump in. Background: Understand JavaScript's history and its relationship with other programming languages. Tips, tools, and libraries: Survey existing style guides, best practices, advanced techniques, module systems, package managers, build tools, and learning resources.

Fluid Simulation for Computer Graphics Manning Publications From Facebook Messenger to Kik, and from Slack bots to Google Assistant, Amazon Alexa, and email bots, the new conversational apps are revolutionizing the way we interact with software. This practical guide shows you how to design and build great conversational experiences and delightful bots that help

people be more productive, whether it's for a new consumer service or an enterprise efficiency product. Ideal for designers, product managers, and entrepreneurs, this book explores what works and what doesn't in real-world bot examples, and provides practical design patterns for your bot-building toolbox. You'll learn how to use an effective onboarding process, outline different flows, define a bot personality, and choose the right balance of rich control and text. Explore different bot use-cases and design best practices Understand bot anatomy—such as brand and personality, conversations, advanced UI controls—and their associated design patterns Learn steps for building a Facebook Messenger consumer bot and a Slack business bot Explore the lessons learned and shared experiences of designers and entrepreneurs who have built bots Design and prototype your first bot, and experiment with user feedback Building Real-World Scalable Web Apps Packt Publishing Ltd Hands-on Scala teaches you how to use the Scala programming language in a practical, project-based fashion. This

book is designed to quickly teach an existing programmer everything needed to go from "hello world" to building production applications like interactive websites, parallel web crawlers, and distributed systems in Scala. In the process you will learn how to use the Scala language to solve challenging problems in an elegant and intuitive manner.
The Definitive Guide for JavaScript Developers "O'Reilly Media, Inc." With Learning JavaScript Design Patterns, you'll learn how to write beautiful, structured, and maintainable JavaScript by applying classical and modern design patterns to the language. If you want to keep your code efficient, more manageable, and up-to-date with the latest best practices, this book is for you. Explore many popular design patterns, including Modules, Observers, Facades, and Mediators. Learn how modern architectural patterns—such as MVC, MVP, and MVVM—are useful from the perspective of a modern web application developer. This book also walks experienced JavaScript developers through modern module formats, how to namespace

code effectively, and other essential topics. Learn the structure of design patterns and how they are written Understand different pattern categories, including creational, structural, and behavioral Walk through more than 20 classical and modern design patterns in JavaScript Use several options for writing modular code—including the Module pattern, Asyncronous Module Definition (AMD), and CommonJS Discover design patterns implemented in the jQuery library Learn popular design patterns for writing maintainable jQuery plug-ins "This book should be in every JavaScript developer's hands. It's the go-to book on JavaScript patterns that will be read and referenced many times in the future."—Andr ée Hansson, Lead Front-End Developer, presis! JavaScript for Absolute Beginners Simon and Schuster This book presents a collection of papers illustrating the variety of "experimental " methodologies used to study voting. Experimental methods include laboratory experiments in the tradition of political psychology, laboratory experiments with monetary

incentives, in the economic tradition, survey experiments (varying survey, question wording, framing or content), as well as various kinds of field experimentation. Topics include the behavior of voters (in particular turnout, vote choice, and strategic voting), the behavior of parties and candidates, and the comparison of electoral rules. Practical Modern

JavaScript "O'Reilly Media, Inc." Build your expertise in the BPF virtual machine in the Linux kernel with this practical guide for systems engineers. You'll not only dive into the BPF program lifecycle but also learn to write applications that observe and modify the kernel's behavior; inject code to monitor, trace, and securely observe events in the kernel; and more. Authors David

Calavera and Lorenzo Fontana help you harness the power of BPF to make any computing system more observable. Familiarize yourself with the essential concepts you'll use on a day-to-day basis and augment your knowledge about performance optimization, networking, and security. Then see how it all comes together with code examples in C, Go, and Python. Write applications

that use BPF to observe and modify the Linux kernel's behavior on demand Inject code to monitor, trace, and observe events in the kernel in a secure way—no need to recompile the kernel or reboot the system Explore code examples in C, Go, and Python Gain a more thorough understanding of the BPF program lifecycle **Create Intelligent Bots using MS Bot Framework and Azure Cognitive Services** Packt Publishing Ltd Practical Node.jsBuilding Real-World Scalable Web AppsApress *Node.js Web Development* O'Reilly Media Create real-time server-side applications with this practical, step-by-step guide About This Book Learn about server-side JavaScript with Node.js and Node modules through the most up-to-date book on Node.js web development Understand website development both with and without the Connect/Express web application framework Develop both HTTP server and client applications Who This Book Is For This book is for anybody looking for an alternative to the "P" languages (Perl, PHP, and Python), or anyone looking for a new paradigm of server-side application development. You should

have at least a rudimentary understanding of JavaScript and web application development. What You Will Learn Install and use Node.js for both development and deployment Use the Express application framework Configure Bootstrap for mobile-first theming Use data storage engines such as MySQL, SQLITE3, and MongoDB Understand user authentication methods, including OAuth, with third-party services Deploy Node.js to live servers, including microservice development with Docker Perform unit testing with Mocha Perform functional testing of the web application with CasperJS In Detail Node.js is a server-side JavaScript platform using an event driven, non-blocking I/O model allowing users to build fast and scalable data-intensive applications running in real time. Node.js Web Development shows JavaScript is not just for browser-side applications. It can be used for server-side web application development, real-time applications, microservices, and much more. This book gives you an excellent starting point, bringing you straight to the heart of developing web applications with Node.js.

You will progress from a rudimentary knowledge of JavaScript and server-side development to being able to create and maintain your own Node.js application. With this book you'll learn how to use the HTTP Server and Client objects, data storage with both SQL and MongoDB databases, real-time applications with Socket.IO, mobile-first theming with Bootstrap, microservice deployment with Docker, authenticating against third-party services using OAuth, and much more. Style and Approach This book is a practical guide for anyone looking to develop striking and robust web applications using Node.js. Go Programming Blueprints - Second Edition Pragmatic Bookshelf Each chapter in the book is an individual project and each project is constructed with step-by-step instructions, clearly explained code, and includes the necessary screenshots. You should have basic OpenCV and C/C++ programming experience before reading this book, as it is aimed at Computer Science graduates, researchers, and computer vision experts widening their expertise. The Tangled Web Apress 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

Java for Docker and Kubernetes Addison-Wesley Professional Build real-world, production-ready solutions in Go using cutting-edge technology and techniquesAbout This Book- Get up to date with Go and write code capable of delivering massive world-class scale performance and availability- Learn to apply the nuances of the Go language, and get to know the open source community that surrounds it to implement a wide range of start-up quality projects- Write interesting and clever but simple code, and learn skills and techniques that are directly transferrable to your own projectsWho This Book Is ForIf you are familiar with Go and are want to put your knowledge to work, then this is the book for you. Go programming knowledge is a must. What You Will Learn- Build quirky and fun projects from scratch while exploring patterns, practices, and techniques, as well as a range of different technologies- Create websites and data services capable of massive scale using Go's net/http package, exploring RESTful patterns as well as low-latency WebSocket APIs- Interact

with a variety of remote web services to consume capabilities ranging from authentication and authorization to a fully functioning thesaurus- Develop high-quality command-line tools that utilize the powerful shell capabilities and perform well using Go's in-built concurrency mechanisms- Build microservices for larger organizations using the Go Kit library- Implement a modern document database as well as high-throughput messaging queue technology to put together an architecture that is truly ready to scale- Write concurrent programs and gracefully manage the execution of them and communication by smartly using channels- Get a feel for app deployment using Docker and Google App EngineIn DetailGo is the language of the Internet age, and the latest version of Go comes with major architectural changes. Implementation of the language, runtime, and libraries has changed significantly. The compiler and runtime are now written entirely in Go. The garbage collector is now concurrent and provides dramatically lower pause times by running in parallel with other Go routines when possible.This book will show you how to

leverage all the latest features and much more. This book shows you how to build powerful systems and drops you into real-world situations. You will learn to develop high-quality command-line tools that utilize the powerful shell capabilities and perform well using Go's in-built concurrency mechanisms. Scale, performance, and high availability lie at the heart of our projects, and the

lessons learned throughout this book will arm you with everything you need to build world-class solutions. You will get a feel for app deployment using Docker and Google App Engine. Each project could form the basis of a start-up, which means they are directly applicable to modern software markets.Style and approachThis book provides fun projects that involve

building applications from scratch. These projects will teach you to build chat applications, a distributed system, and a recommendation system. **Advanced Programming for Performance Analysis and Networking** Simon and Schuster Throw out your old ideas of C, and relearn a programming language that's substantially outgrown its origins. With 21st Century C, you'll discover up-

to-date techniques that are absent from every other C text available. C isn't just the foundation of modern programming languages, it is a modern language, ideal for writing efficient, state-of-the-art applications. Learn to dump old habits that made sense on mainframes, and pick up the tools you need to use this evolved and aggressively simple language. No matter what programming language you currently champion, you'll agree that C rocks. Set up a C programming environment with shell facilities, makefiles, text editors, debuggers, and memory checkers Use Autotools, C's de facto cross-platform package manager Learn which older C concepts should be downplayed or deprecated Explore problematic C concepts that are too useful to throw out Solve C's string-building problems with C-standard and POSIX-standard functions Use modern syntactic features for functions that take structured inputs Build high-level object-based libraries and programs Apply existing C libraries for doing advanced math, talking to Internet servers, and running databases

A Comprehensive Summary Simon and

Schuster Get the best out of Node.js by mastering its most powerful components and patterns to create modular and scalable applications with ease About This Book Create reusable patterns and modules by leveraging the new features of Node.js . Understand the asynchronous single thread design of node and grasp all its features and patterns to take advantage of various functions. This unique guide will help you get the most out of Node.js and its ecosystem. Who This Book Is For The book is meant for developers and software architects with a basic working knowledge of JavaScript who are interested in acquiring a deeper understanding of how to design and develop enterprise-level Node.js applications. Basic knowledge of Node.js is also helpful to get the most out of this book. What You Will Learn Design and implement a series of server-side JavaScript patterns so you understand why and when to apply them in different use case scenarios Become comfortable with writing asynchronous code by leveraging constructs such as callbacks, promises, generators and the async-await syntax Identify the most important

concerns and apply unique tricks to achieve higher scalability and modularity in your Node.js application Untangle your modules by organizing and connecting them coherently Reuse well-known techniques to solve common design and coding issues Explore the latest trends in Universal JavaScript, learn how to write code that runs on both Node.js and the browser and leverage React and its ecosystem to implement universal applications In Detail Node.js is a massively popular software platform that lets you use JavaScript to easily create scalable server-side applications. It allows you to create efficient code, enabling a more sustainable way of writing software made of only one language across the full stack, along with extreme levels of reusability, pragmatism, simplicity, and collaboration. Node.js is revolutionizing the web and the way people and companies create their software. In this book, we will take you on a journey across various ideas and components, and the challenges you would commonly encounter while designing and developing software using the Node.js platform. You will also discover the "Node.js way" of dealing with design and

coding decisions. The book kicks off by exploring the basics of Node.js describing it's asynchronous single-threaded architecture and the main design patterns. It then shows you how to master the asynchronous control flow patterns,and the stream component and it culminates into a detailed list of Node.js implementations of the most common design patterns as well as some specific design patterns that are exclusive to the Node.js world.Lastly, it dives into more advanced concepts such as Universal Javascript, and scalability' and it's meant to conclude the journey by giving the reader all the necessary concepts to be able to build an enterprise grade application using Node.js. Style and approach This book takes its intended readers through a comprehensive explanation to create a scalable and efficient real-time server-side apps. **Text Mining with R** Packt Publishing Ltd A practical introduction, the second edition of Fluid Simulation for Computer Graphics shows you how to animate fully three-dimensional incompressible flow. It covers all the aspects of fluid simulation, from the mathematics and algorithms to implementation, while

making revisions and updates to reflect changes in the field since the first edition. Highlights of the Second Edition New chapters on level sets and vortex methods Emphasizes hybrid particle–voxel methods, now the industry standard approach Covers the latest algorithms and techniques, including: fluid surface reconstruction from particles; accurate, viscous free surfaces for buckling, coiling, and rotating liquids; and enhanced turbulence for smoke animation Adds new discussions on meshing, particles, and vortex methods The book changes the order of topics as they appeared in the first edition to make more sense when reading the first time through. It also contains several updates by distilling author Robert Bridson's experience in the visual effects industry to highlight the most important points in fluid simulation. It gives you an understanding of how the components of fluid simulation work as well as the tools for creating your own animations. **Hands-on Scala Programming: Learn Scala in a Practical, Project-Based Way** Marc-Andre Giroux This book summarizes

so many things we need to know as a programmer, from a programmer 's perspective. Starting from the basic technical skills one must acquire, to managerial skills to manage a team of programmers. Emphases are put on the ethics of working as a programmer and as a member of the team. Inside this book you'll find tips on how to learn communication language among your peers, how to talk to non-engineers, and how to deal with difficult people. This book also shows us how to take a break when needed, and how to recognize when to go home, and how to communicate and negotiate with your boss, so that you won't end up working for 50 to 60 hours a week. This is a very good book, one that should be a mandatory for wannabe and professional programmers. If you happened to be a manager who supervises a hive of programmers, this book should provide you with useful insights into their minds and habits.

Boost C++ Application Development Cookbook Apress The unofficial guide to making millions in the RuneScape MMORPG. Practical, Server-Side JavaScript That Scales Practical Node.jsBuildin

g Real-World Scalable Web Apps

It's not uncommon these days to see people complaining about just how complex JavaScript development seems to have become. We can have some sympathy with that view when it's coming from someone new to the language. If you're learning JS, it won't take long for you to be exposed to the enormity of the ecosystem and the sheer number of moving pieces you need to understand (at least conceptually) to build a modern web application. Package management, linting, transpilation, module bundling, minification, source maps, frameworks, unit testing, hot reloading... it can't be denied that this is a lot more complex that just including a couple of script tags in your page and FTPing it up to the server.

Included topics: The Anatomy of a Modern JavaScript Application by James Kolce An Introduction to Gulp.js by Craig Buckler The Basics of DOM Manipulation in Vanilla JavaScript (No jQuery) by Sebastian Seitz A Beginner's Guide to Webpack 2 and Module Bundling by Mark Brown React vs Angular: An In-depth Comparison by Pavels Jelisejevs Retrofit Your

Website as a Progressive Web App by Craig Buckler 10 Tips to Become a Better Node Developer by Azat Mardan An Introduction to Functional JavaScript by M. David Green An Introduction to Chart.js 2.0 : Six Simple Examples by Jack Rometty Learning JavaScript Test-Driven Development by Example by James Wright This book is for intermediate level JavaScript developers. Some experience of JavaScript development is assumed.