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Git Per Principianti: Impara A Tenere Sempre Traccia Del Tuo Codice

When you master Joomla! programming, you can customize websites in ways that simply aren't possible by tweaking parameters or installing someone else's extensions. Now, there's an authoritative, "soup-to-nuts" programming guide for every Joomla! user: from beginners with no Joomla! development experience to long-time coders seeking a quick start with Joomla!'s powerful new versions, 1.6, 1.7, and 2.5. Joomla!™ Programming presents proven

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best practices for getting the job done right. Written by Mark Dexter and Joomla! design architect Louis Landry (who wrote much of the new Joomla! framework), the text is packed with detailed examples and sample code, in-depth reference-style explanations available nowhere else, and fascinating sidebars revealing why Joomla! works the way it does. Both a tutorial and reference, this title brings together step-by-step instructions for everything from simple tasks (such as template overrides) to cutting-edge techniques involving components, MVC, and the Joomla! framework. You'll learn how to View

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Joomla! from a programmer's perspective
Extend Joomla! with layout overrides,
plugins, and modules Take full advantage of
Joomla!'s improved new MVC implementation
Build front-end and back-end components, from
start to finish Secure your websites with
Joomla!'s powerful, flexible new Access
Control Lists Work with databases and use the
new JDatabaseQuery to write complex queries
Program Joomla! with JavaScript via the
lightweight MooTools framework Develop custom
category structures for your own websites and
extensions Enable one-click updates for your
own custom extensions Use the Joomla!

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platform as an application framework All example code, updates, and more information on Joomla! programming are available at the companion website, joomlaprogrammingbook.com. [Color version] Learn to develop your own games for the biggest selling home computer of all time: the Commodore 64. Using modern tools, this introductory book guides you through all the elements required to make two mini games: a space shooter and a platformer, and run them on an emulator or real C64 hardware. Whether you're a retro enthusiast after a nostalgia fix, or a newcomer hoping to break into the games industry, this will

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unleash your creativity! Learn about: 6502
Assembly Language Commodore 64 Hardware CBM
Prg Studio I.D.E. VICE Commodore Emulator
Hardware and Software Sprites SID Chip Audio
Effects Sprite Character Animation Background
Screen Design And much more... Downloads and
discussion forum available at
www.retrogamedev.com. Please note: 1) The
development environment used is for Microsoft
Windows ONLY. 2) The Kindle version is 'print
replica' and will NOT work on eReaders. It
will ONLY work on tablets, phones, Kindle
Fires, Kindle Reading apps etc.
JavaScript is at the heart of almost every

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modern Web application, whether it's Google Apps, Twitter, or the newest browser-based game. Though it's simple for beginners to pick up and play with, JavaScript is not a toy—it's a flexible and complex language that can be used to build full-scale applications. Eloquent JavaScript dives into this flourishing language and teaches you to write code that's beautiful and effective. By immersing you in example code and encouraging experimentation right from the start, the author quickly gives you the tools you need to build your own programs. As you follow along with examples like an artificial life

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simulation and a version of the classic game Sokoban, you'll learn to: –Understand the essential elements of programming: syntax, control, and data –Use object-oriented and functional programming techniques to organize and clarify your programs –Script the browser and make basic Web applications –Work with tools like regular expressions and XMLHttpRequest objects And since programming is an art that's best learned by doing, all example code is available online in an interactive sandbox for you to experiment with. With Eloquent JavaScript as your guide, you can tweak, expand, and modify the

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author's code, or throw it away and build your own creations from scratch. Before you know it, you'll be fluent in the language of the Web.

Git non ha bisogno di presentazioni se si parla di informatica, è uno di quegli strumenti che fanno la differenza tra uno sviluppatore junior e un senior. Questa guida parte dalle basi di questo version control system ormai usato anche dai colossi dell'informatica come Google e Microsoft fino a portarvi a un livello intermedio. La teoria è ridotta al minimo ma facendo attenzione a farvi capire cosa succede dietro le quinte. Il

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libro è volutamente breve perché è da leggere davanti al pc. Cioè man mano che leggete dovete provare tutti i comandi e fare pratica. Alla fine della guida potete già lavorare con profitto usando Git e rivoluzionare il modo con cui scrivete codice.

Python 101

Why's (Poignant) Guide to Ruby

Literature, Philosophy, Medicine

NFTs Guida Per Principianti

General Catalogue of Printed Books to 1955

Algoritmi per l'intelligenza artificiale

La voce della verità gazzetta dell'Italia

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centrale

Best-selling author, Walter Savitch, uses a conversational style to teach programmers problem solving and programming techniques with Java. Readers are introduced to object-oriented programming and important computer science concepts such as testing and debugging techniques, program style, inheritance, and exception handling. It includes thorough coverage of the Swing libraries and event driven programming. The Java coverage is a concise, accessible introduction that covers key language features. Thorough early coverage of objects

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is included, with an emphasis on applications over applets. The author includes a highly flexible format that allows readers to adapt coverage of topics to their preferred order. Although the book does cover such more advanced topics as inheritance, exception handling, and the Swing libraries, it starts from the beginning, and it teaches traditional, more basic techniques, such as algorithm design. The volume provides concise coverage of computers and Java objects, primitive types, strings, and interactive I/O, flow of control, defining classes and methods, arrays, inheritance, exception

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handling, streams and file I/O, recursion, window interfaces using swing objects, and applets and HTML. For Programmers.

Python for Everybody is designed to introduce students to programming and software development through the lens of exploring data. You can think of the Python programming language as your tool to solve data problems that are beyond the capability of a spreadsheet. Python is an easy to use and easy to learn programming language that is freely available on Macintosh, Windows, or Linux computers. So once you learn Python you can use it for the rest of your career without

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needing to purchase any software. This book uses the Python 3 language. The earlier Python 2 version of this book is titled "Python for Informatics: Exploring Information". There are free downloadable electronic copies of this book in various formats and supporting materials for the book at www.pythonlearn.com. The course materials are available to you under a Creative Commons License so you can adapt them to teach your own Python course.

This book comes as an answer for students, lecturers, or the general public who want to learn Java GUI programming starting from

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scratch. This book is suitable for beginner learners who want to learn Java GUI programming from the basic to the database level. This book is also present for JAVA learners who want to increase their level of making GUI-based database applications for small, medium, or corporate businesses level. The discussion in this book is not wordy and not theoretical. Each discussion in this book is presented in a concise and clear brief, and directly to the example that implements the discussion. Beginner learners who want to learn through this book should not be afraid of losing understanding of the programming

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concepts, because this book in detail discusses the concepts of Java programming from the basic to the advanced level. By applying the concept of learning by doing, this book will guide you step by step to start Java GUI programming from the basics until you are able to create database applications using JDBC and MySQL. Here are the material that you will learn in this book. CHAPTER 1 : This chapter will give you brief and clear introduction about how to create desktop application using Java GUI starting from how to setup your environments, create your first project, understand various

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control for your form, and understand how to interact with your form using event handling.

CHAPTER 2 : This chapter will discuss clearly about the concept and the implementation of data types and variables in Java GUI.

CHAPTER 3 : This chapter will discuss in detail about how to make decisions or deal with a condition in the program. This chapter is the first step to deeper understanding of logics in programming. This chapter specifically discusses relational operators and logical operators, if statements, if-else statements, and switch-case statements, and how to implement all of these conditional statements

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using Java GUI. CHAPTER 4 : This chapter will discuss in detail the looping statements in Java including for statement, while statement, do-while statement, break statement, and continue statement. All of these looping statements will be implemented using Java GUI. CHAPTER 5 : This chapter will discuss how to use methods to group codes based on their functionality. This discussion will also be the first step for programmers to learn how to create efficient program code. This chapter will discuss in detail the basics of methods, methods with return values, how to pass parameters to methods,

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how to overload your methods, and how to make recursive methods. CHAPTER 6 : This chapter will discuss in detail how to create and use arrays, read and write file operations, and how to display data stored in arrays or files in graphical form. CHAPTER 7 : This chapter will discuss in detail the basics of MySQL, how to access databases using JDBC and MySQL, and how to perform CRUD operations using JDBC and MySQL. CHAPTER 8 : In this chapter we will discuss more about Java GUI programming. This chapter will discuss in detail about how to make a program that consists of multi forms, how to create MDI application, and how

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to create report using iReport with data stored in a database.

La pubblicazione è dedicata a tutti i colleghi docenti ed è centrata e focalizzata sul ruolo rilevante del docente, sulle sue significative ed efficaci competenze digitali e sugli aiuti che deve avere e possedere per essere in grado di svolgere con sempre maggiore professionalità il proprio compito. Premesso che gli autori sono tutti docenti "entusiasti" del mondo digitale e che il loro curriculum formativo si è distinto negli ultimi 20 anni principalmente in questa area anche grazie agli incarichi ministeriali e ad

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una organizzazione di formazione alla quale si sono associati per migliorare la professionalità (OPPI di Milano). Lo scopo di questa pubblicazione è di stimolare, incoraggiare e mettere a buon frutto lo sforzo fatto in tutti questi anni da un'equipe di docenti che oltre al loro ruolo d'insegnamento scolastico agli studenti, hanno arricchito il loro percorso formativo professionale studiando, ricercando e svolgendo attività formative rivolte anche agli altri colleghi per far apprendere a loro volta nuove abilità e migliorare le competenze metodologiche per agire

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didatticamente nel mondo dell'apprendimento tramite le risorse digitali via via disponibili. Nella pubblicazione, come si evince dal sommario dei capitoli sono declinati molti argomenti che possono dare ai colleghi docenti una prospettiva sicuramente operativa consentendo, con l'aiuto delle risorse digitali, di sviluppare una didattica costruttivista e un apprendimento efficace e attuale nei confronti dei nostri alunni nativi digitali.

Personal Kanban

Automate the Boring Stuff with Python, 2nd
Edition

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Prontuario per il docente professionista competente nelle didattiche digitali
Guida ad Amazon Echo: I Migliori 30 Hack e Segreti per Padroneggiare Amazon Echo & Alexa per Principianti

Deep Learning with TensorFlow 2 and Keras
TouchDesigner Introduction to GLSL

Body and Spirit in the Middle Ages

A crucial question throughout the Middle Ages, the relationship between body and spirit cannot be understood without an interdisciplinary approach - combining literature, philosophy and medicine. Gathering contributions by leading international scholars from these disciplines, the collected volume

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explores themes such as lovesickness, the five senses, the role of memory and passions, in order to shed new light on the complex nature of the medieval Self.

Speaking out when it's unpopular. Back in the day, Henry David Thoreau raged at the robber barons-the big shots of their age, despoiling the environment in the name of progress. Deep in the throes of the seemingly unstoppable growth of tech, a modern-day Thoreau has emerged in the guise of Gerry McGovern-decrying the massive, hidden negative impacts of tech on the environment. McGovern has thoroughly documented in World Wide Waste how tech damages the Earth-and what we should be doing about it. It is

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not just the acres of discarded computer hardware conveniently dumped in Third World countries. Every time an email is downloaded it contributes to global warming. Every tweet, search, check of a webpage creates pollution. Digital is physical. Those data centers are not in the Cloud. They're on land in massive physical buildings packed full of computers hungry for energy. It seems invisible. It seems cheap and free. It's not. Digital costs the Earth.

Python is an easy to learn, powerful programming language. It has efficient high-level data structures and a simple but effective approach to object-oriented programming. Python's elegant syntax and dynamic typing, together with its interpreted nature,

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make it an ideal language for scripting and rapid application development in many areas on most platforms. The Python interpreter and the extensive standard library are freely available in source or binary form for all major platforms from the Python Web site, <https://www.python.org/>, and may be freely distributed. The same site also contains distributions of and pointers to many free third party Python modules, programs and tools, and additional documentation. The Python interpreter is easily extended with new functions and data types implemented in C or C++ (or other languages callable from C). Python is also suitable as an extension language for customizable applications.

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This tutorial introduces the reader informally to the basic concepts and features of the python language and system. It helps to have a Python interpreter handy for hands-on experience, but all examples are self contained, so the tutorial can be read off-line as well. For a description of standard objects and modules, see library-index. reference-index gives a more formal definition of the language. To write extensions in C or C++, read extending-index and c-api-index. There are also several books covering Python in depth. This tutorial does not attempt to be comprehensive and cover every single feature, or even every commonly used feature. Instead, it introduces many of Python's most noteworthy

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features, and will give you a good idea of the language's flavor and style. After reading it, you will be able to read and write Python modules and programs, and you will be ready to learn more about the various Python library modules described in library-index. The Glossary is also worth going through.

O'Reilly's bestselling book on Linux's bash shell is at it again. Now that Linux is an established player both as a server and on the desktop Learning the bash Shell has been updated and refreshed to account for all the latest changes. Indeed, this third edition serves as the most valuable guide yet to the bash shell. As any good programmer knows, the first thing

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users of the Linux operating system come face to face with is the shell the UNIX term for a user interface to the system. In other words, it's what lets you communicate with the computer via the keyboard and display. Mastering the bash shell might sound fairly simple but it isn't. In truth, there are many complexities that need careful explanation, which is just what Learning the bash Shell provides. If you are new to shell programming, the book provides an excellent introduction, covering everything from the most basic to the most advanced features. And if you've been writing shell scripts for years, it offers a great way to find out what the new shell offers. Learning the bash Shell is also full of practical

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examples of shell commands and programs that will make everyday use of Linux that much easier. With this book, programmers will learn: How to install bash as your login shell The basics of interactive shell use, including UNIX file and directory structures, standard I/O, and background jobs Command line editing, history substitution, and key bindings How to customize your shell environment without programming The nuts and bolts of basic shell programming, flow control structures, command-line options and typed variables Process handling, from job control to processes, coroutines and subshells Debugging techniques, such as trace and verbose modes Techniques for implementing

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***system-wide shell customization and features related
to system security***

Think Python

Python for Everybody

Java

How to Think Like a Computer Scientist

***Step By Step Java GUI With JDBC & MySQL : Practical
approach to build database desktop application with
project based examples***

The hands-on guide to making apps with Python

Progettazione dell'algoritmo - Dati e Machine

Learning - Neural Network - Deep Learning

Learn Rails the way the Rails core team

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recommends it, along with the tens of thousands of developers who have used this broad, far-reaching tutorial and reference. If you're new to Rails, you'll get step-by-step guidance. If you're an experienced developer, get the comprehensive, insider information you need for the latest version of Ruby on Rails. The new edition of this award-winning classic is completely updated for Rails 6 and Ruby 2.6, with information on system testing, Webpack,

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and advanced JavaScript. Ruby on Rails helps you produce high-quality, beautiful-looking web applications quickly - you concentrate on creating the application, and Rails takes care of the details. Rails 6 brings many improvements, and this edition is updated to cover the new features and changes in best practices. We start with a step-by-step walkthrough of building a real application, and in-depth chapters look at the built-in

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Rails features. Follow along with an extended tutorial as you write a web-based store application. Eliminate tedious configuration and housekeeping, seamlessly incorporate Ajax and JavaScript, send and receive emails, manage background jobs with ActiveJob, and build real-time features using WebSockets and ActionCable. Test your applications as you write them using the built-in unit, integration, and system testing frameworks,

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internationalize your applications, and deploy your applications easily and securely. New in this edition is coverage of Action Mailer, which allows you to receive emails in your app as well as ActionText, a zero-configuration rich text editing feature. Rails 1.0 was released in December 2005. This book was there from the start, and didn't just evolve alongside Rails, it evolved with Rails. It has been developed in consultation

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with the Rails core team. In fact, Rails itself is tested against the code in this book. What You Need: All you need is a Windows, Mac OS X, or Linux machine to do development on. This book will take you through the steps to install Rails and its dependencies. If you aren't familiar with the Ruby programming language, this book contains a chapter that covers the basics necessary to understand the material in the book.

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"...Provides students and professionals with clear examples of the evolution of clinical hypnotic phenomena. Two major innovations in this volume are the utilization theory of hypnosis and indirect forms of suggestion...Each chapter includes an essay by Ernest Rossi which clarifies and elaborates on the relevant issues of Dr. Erickson's work just illustrated. In these essays Dr. Rossi analyzes Dr. Erickson's approach in order to uncover some of

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the basic variables that can be isolated and tested by future experimental work...A number of graduated exercises are offered as a guide to aid hypnotherapists to develop their own skills in the clinical arts of observation, hypnotic induction, and the formulation of indirect suggestion..."--inside flap.

You're a developer who knows nothing to WPF. Which is fine, except that you need to start coding your next

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application using WPF and the MVVM pattern. Don't worry: I have you covered. I've been training hundreds of developers like you during 15 years, and converted my experience into this book. I know from experience teaching what takes more time to learn in WPF, and will spend time only where appropriate. Plus this book is packed with exercises which build up into a full project: you develop a small e-commerce sample application. You'll

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allow users to browse for products, and you'll also create a back-end where users will be able to list and edit products. Read this book, and you can code your WPF application within a week.

"Productivity books focus on doing more. Jim and Tonianne want you to focus on doing better....Personal Kanban takes the same Lean principles from manufacturing that led the Japanese auto industry to become a

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global leader in quality, and applies them to individual and team work. Personal Kanban asks only that we visualize our work, and limit our work-in-progress."--Back cover.

The Induction of Clinical Hypnosis and Forms of Indirect Suggestion

Exploring Data in Python 3

Mapping Work, Navigating Life

Learning the bash Shell

Learn WPF MVVM - XAML, C# and the MVVM pattern

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The Debian Administrator's Handbook
Hands of Light

I social media sono ormai frequentati da svariati milioni di persone e il loro utilizzo crea una enorme quantità di informazioni di vario genere. Questo libro è una guida semplice e chiara per imparare a estrarre le informazioni dai social media, al fine di esaminarle per ricavarne conoscenza utile con cui migliorare la presenza personale o aziendale sul web, migliorare le prestazioni del marketing, condurre studi sociali, soddisfare curiosità e tante altre applicazioni. Nel libro sono trattate anche le problematiche tecniche e la gestione della privacy, e sono proposti diversi esempi relativi a blog e Facebook, Twitter, LinkedIn, Google+, Foursquare. Sono

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spiegate in modo dettagliato le azioni da eseguire nelle interfacce grafiche dei social media, i servizi online disponibili gratuiti e commerciali, gli usi del foglio di calcolo Microsoft Excel, gli algoritmi scritti in linguaggi PHP, Python, R.

A no-nonsense introduction to software design using the Python programming language. Written for people with no programming experience, this book starts with the most basic concepts and gradually adds new material. Some of the ideas students find most challenging, like recursion and object-oriented programming, are divided into a sequence of smaller steps and introduced over the course of several chapters. The focus is on the programming process, with special emphasis on debugging. The book includes a wide range of exercises, from short examples to substantial projects, so that

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students have ample opportunity to practise each new concept. Exercise solutions and code examples are available from thinkpython.com, along with Swampy, a suite of Python programs that is used in some of the exercises.

Get a comprehensive, in-depth introduction to the core Python language with this hands-on book. Based on author Mark Lutz's popular training course, this updated fifth edition will help you quickly write efficient, high-quality code with Python. It's an ideal way to begin, whether you're new to programming or a professional developer versed in other languages. Complete with quizzes, exercises, and helpful illustrations, this easy-to-follow, self-paced tutorial gets you started with both Python 2.7 and 3.3—the latest releases in the 3.X and 2.X lines—plus all other releases in common use

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today. You'll also learn some advanced language features that recently have become more common in Python code. Explore Python's major built-in object types such as numbers, lists, and dictionaries Create and process objects with Python statements, and learn Python's general syntax model Use functions to avoid code redundancy and package code for reuse Organize statements, functions, and other tools into larger components with modules Dive into classes: Python's object-oriented programming tool for structuring code Write large programs with Python's exception-handling model and development tools Learn advanced Python tools, including decorators, descriptors, metaclasses, and Unicode processing

The second edition of this best-selling Python book (over

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500,000 copies sold!) uses Python 3 to teach even the technically uninclined how to write programs that do in minutes what would take hours to do by hand. There is no prior programming experience required and the book is loved by liberal arts majors and geeks alike. If you've ever spent hours renaming files or updating hundreds of spreadsheet cells, you know how tedious tasks like these can be. But what if you could have your computer do them for you? In this fully revised second edition of the best-selling classic Automate the Boring Stuff with Python, you'll learn how to use Python to write programs that do in minutes what would take you hours to do by hand--no prior programming experience required. You'll learn the basics of Python and explore Python's rich library of modules for performing specific tasks, like scraping

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data off websites, reading PDF and Word documents, and automating clicking and typing tasks. The second edition of this international fan favorite includes a brand-new chapter on input validation, as well as tutorials on automating Gmail and Google Sheets, plus tips on automatically updating CSV files. You'll learn how to create programs that effortlessly perform useful feats of automation to:

- Search for text in a file or across multiple files
- Create, update, move, and rename files and folders
- Search the Web and download online content
- Update and format data in Excel spreadsheets of any size
- Split, merge, watermark, and encrypt PDFs
- Send email responses and text notifications
- Fill out online forms

Step-by-step instructions walk you through each program, and updated practice projects at the end of each chapter

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challenge you to improve those programs and use your newfound skills to automate similar tasks. Don't spend your time doing work a well-trained monkey could do. Even if you've never written a line of code, you can make your computer do the grunt work. Learn how in Automate the Boring Stuff with Python, 2nd Edition.

Impara a Tenere Sempre Traccia Del Tuo Codice
Python Tutorial

Dizionario italiano ed inglese
Release 3. 6. 6rc1

Estrarre e analizzare informazioni dai social media
Programmare In Android Per Principianti
A Modern Introduction to Programming

Vuoi capire meglio cosa sono gli NFTs ? Sei

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interessato ad iniziare guadagnare con gli NFTs? Vuoi iniziare a creare NFTs da casa ? SEI NEL POSTO GIUSTO ! CONTINUA A LEGGERE : Gli NFTs stanno diventando sempre più popolari di giorno in giorno, non solo nel mondo delle criptovalute ma anche nelle notizie e nei social media. Nonostante questo fatto, ci sono ancora diverse domande che circondano i token non fungibili, soprattutto: "Come posso beneficiare degli NFTs?" La verità nascosta, tuttavia, è che i Non-Fungible Token possono essere un'enorme opportunità per aumentare la tua ricchezza e il tuo

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patrimonio in un breve periodo di tempo. Questo Libro ti guiderà, in maniera semplice ma completa, a capire cosa sono i Non-Fungible Token e ti aiuterà ad avere tutte le informazioni importanti di cui hai bisogno. Questo è il momento perfetto per entrare prima della massa nel mondo del Metaverso, e questo eBook sarà la tua guida definitiva.!

All'Interno del Libro troverai : - Cosa sono gli NFTs e come stanno cambiando il mondo degli investimenti - Storia dettagliata, significato - attributi chiave degli NFTs - WEB 3.0 e la nuova era degli investimenti - NFTs e BLOCKCHAIN - Come si può trarre

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*vantaggio dagli NFT - Dove comprare e investire in
NFT - NFT - VIRTUAL LAND E molto di più! Scopri
questo sorprendente, innovativo ed eccitante asset
digitale e vedi come puoi trarre profitto da questa
nuova tendenza emergente. Cosa state aspettando?
premi "COMPRA ORA" e inizia ad imparare!*

*La Perfetta Guida ad Amazon Echo! Questo libro è
un compagno comodo e completo che vi permetterà
di installare ed usare il vostro Amazon Echo in modo
veloce ed efficiente, senza conoscenze di base.
Leggendo questo libro conoscerete e sarete in grado
di approfittare di tutti i benefici che questo magnifico*

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oggetto ha da offrire, permettendovi di concentrarvi sui vostri impegni quotidiani. Imparerete a: 1. Hackerare il telecomando 2. Controllare finti dispositivi WEMO 3. Controllare Luci e Temperatura 4. Conoscere i Migliori Comandi 5. E Molto Altro! Scaricatelo ORA e Iniziate a Leggere!

Un viaggio panoramico su tutto ciò che occorre sapere per avviare i primi passi nella programmazione con l'intelligenza artificiale, con consigli pratici derivati dall'esperienza dell'autore. Quali sono le possibilità di calcolo sofisticate offerte dall'intelligenza artificiale? Come creare un

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algoritmo per usarle? Quali sono i vantaggi e gli svantaggi? Come organizzare i dati? Come interpretare input e output? Come scegliere le librerie e gli strumenti di programmazione? Dove trovare materiale per approfondire? Questo volume, ricco di tabelle ed elenchi che consentono di capire subito quale soluzione adottare, risponde a tutte queste domande (e non solo) utilizzando un approccio pragmatico e operativo.

Lo scopo di questo libro è quello di fornire una introduzione alla programmazione in Android. Questo viene fatto sulla base di progetti pratici di

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applicazioni. Le applicazioni sono strutturate gradualmente. Attraverso la programmazione attiva delle applicazioni, si acquisisce rapidamente familiarità con l'ambiente di lavoro e si imparare passo dopo passo come i problemi applicativi sono risolti in Android. La programmazione è implementata interamente utilizzando il nuovo ambiente di sviluppo Android studio.

World Wide Waste: How Digital Is Killing Our Planet”and What We Can Do About It

Joomla! Programming

Powerful Object-Oriented Programming

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Git per Principianti

Debian Jessie From Discovery To Mastery

An Introduction to Computer Science & Programming

Python for Software Design

In this book you will find three main sections: how to set up a convenient GLSL workflow in TouchDesigner, a guide on two dimensions drawing and realtime animations, how to generate and bring to life 3D particle systems. Completed with examples, images, code snippets, and project files, this easily accessible

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guide is the perfect coding companion for new users as well as for professionals, giving you new tools for confidently entering the shader world.

Debian GNU/Linux, a very popular non-commercial Linux distribution, is known for its reliability and richness. Built and maintained by an impressive network of thousands of developers throughout the world, the Debian project is cemented by its social contract. This foundation text defines the project's objective: fulfilling the needs of users with a 100% free

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operating system. The success of Debian and of its ecosystem of derivative distributions (with Ubuntu at the forefront) means that an increasing number of administrators are exposed to Debian's technologies. This Debian Administrator's Handbook, which has been entirely updated for Debian 8 "Jessie", builds on the success of its 6 previous editions.

Accessible to all, this book teaches the essentials to anyone who wants to become an effective and independent Debian GNU/Linux administrator. It covers all the topics that a

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competent Linux administrator should master, from installation to updating the system, creating packages and compiling the kernel, but also monitoring, backup and migration, without forgetting advanced topics such as setting up SELinux or AppArmor to secure services, automated installations, or virtualization with Xen, KVM or LXC. This book is not only designed for professional system administrators. Anyone who uses Debian or Ubuntu on their own computer is de facto an administrator and will find tremendous value in knowing more about

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how their system works. Being able to understand and resolve problems will save you invaluable time. Learn more about the book on its official website: debian-handbook.info

Learn how to program with Python from beginning to end. This book is for beginners who want to get up to speed quickly and become intermediate programmers fast!

Build machine and deep learning systems with the newly released TensorFlow 2 and Keras for the lab, production, and mobile devices Key FeaturesIntroduces and then uses TensorFlow 2

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and Keras right from the start Teaches key machine and deep learning techniques Understand the fundamentals of deep learning and machine learning through clear explanations and extensive code samples Book Description Deep Learning with TensorFlow 2 and Keras, Second Edition teaches neural networks and deep learning techniques alongside TensorFlow (TF) and Keras. You'll learn how to write deep learning applications in the most powerful, popular, and scalable machine learning stack available. TensorFlow is

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the machine learning library of choice for professional applications, while Keras offers a simple and powerful Python API for accessing TensorFlow. TensorFlow 2 provides full Keras integration, making advanced machine learning easier and more convenient than ever before. This book also introduces neural networks with TensorFlow, runs through the main applications (regression, ConvNets (CNNs), GANs, RNNs, NLP), covers two working example apps, and then dives into TF in production, TF mobile, and using TensorFlow with AutoML. What you will

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learnBuild machine learning and deep learning systems with TensorFlow 2 and the Keras APIUse Regression analysis, the most popular approach to machine learningUnderstand ConvNets (convolutional neural networks) and how they are essential for deep learning systems such as image classifiersUse GANs (generative adversarial networks) to create new data that fits with existing patternsDiscover RNNs (recurrent neural networks) that can process sequences of input intelligently, using one part of a sequence to correctly interpret anotherApply deep learning

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to natural human language and interpret natural language texts to produce an appropriate response
Train your models on the cloud and put TF to work in real environments
Explore how Google tools can automate simple ML workflows without the need for complex modeling
Who this book is for This book is for Python developers and data scientists who want to build machine learning and deep learning systems with TensorFlow. This book gives you the theory and practice required to use Keras, TensorFlow 2, and AutoML to build machine learning systems.

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Some knowledge of machine learning is expected.

Retro Game Dev: C64 Edition

Pragmatic Functional Programming

Practical Programming for Total Beginners

The C++ Programming Language

Java 8 Lambdas

Create GUI Applications with Python & Qt5
(PySide2 Edition)

Regression, ConvNets, GANs, RNNs, NLP, and more with TensorFlow 2 and the Keras API, 2nd Edition

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If you want to learn how to program, working with Python is an excellent way to start. This hands-on guide takes you through the language a step at a time, beginning with basic programming concepts before moving on to functions, recursion, data structures, and object-oriented design. This second edition and its supporting code have been updated for Python 3. Through exercises in each chapter, you'll try out programming concepts as you learn them. Think Python is ideal for students at the high school or college level, as well as self-learners, home-schooled students, and professionals who need to learn programming basics. Beginners just getting their feet wet will learn how to start with Python in a browser. Start with the basics, including language syntax and semantics Get a clear definition of each programming

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concept Learn about values, variables, statements, functions, and data structures in a logical progression Discover how to work with files and databases Understand objects, methods, and object-oriented programming Use debugging techniques to fix syntax, runtime, and semantic errors Explore interface design, data structures, and GUI-based programs through case studies

Building desktop applications doesn't have to be difficult. Using Python & Qt5 you can create fully functional desktop apps in minutes. This is the 4th Edition of Create GUI Applications, updated for 2020 & PySide2 Starting from the very basics, this book takes you on a tour of the key features of PySide you can use to build real-life applications. Learn the fundamental building blocks of PySide applications —

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Widgets, Layouts & Signals and learn how PySide uses the event loop to handle and respond to user input. Design beautiful UIs with Qt Designer and customize the look and feel of your applications with Qt Style Sheets and custom widgets. Use Qt's MVC-like ModelViews framework to connect data sources to your widgets, including SQL databases, numpy and pandas data tables, to build-data driven application. Visualize data using matplotlib & PyQtGraph and connect with external data sources to build live dashboards. Learn how to use threads and processes to manage long-running tasks and communicate with external services. Parse data and visualize the output in logs and progress bars. The book includes usability and architectural tips to help you build maintainable and usable PySide2

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applications from the start. Finally, once your application is ready to be released, discover how to package it up into professional-quality installers, ready to ship. The book includes - 665 pages of hands-on PySide2 exercises - 211 code examples to experiment with - Includes 4 example apps - Compatible with Python 3.4+ - Code free to reuse in your own projects

If you're a developer with core Java SE skills, this hands-on book takes you through the language changes in Java 8 triggered by the addition of lambda expressions. You'll learn through code examples, exercises, and fluid explanations how these anonymous functions will help you write simple, clean, library-level code that solves business problems. Lambda expressions are a fairly simple change to Java, and

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the first part of the book shows you how to use them properly. Later chapters show you how lambda functions help you improve performance with parallelism, write simpler concurrent code, and model your domain more accurately, including building better DSLs. Use exercises in each chapter to help you master lambda expressions in Java 8 quickly Explore streams, advanced collections, and other Java 8 library improvements Leverage multicore CPUs and improve performance with data parallelism Use techniques to “lambdify” your existing codebase or library code Learn practical solutions for lambda expression unit testing and debugging Implement SOLID principles of object-oriented programming with lambdas Write concurrent applications that efficiently perform message passing and non-blocking I/O

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Hypnotic Realities

Grammatica della lingua tedesca ossia nuovo metodo d'imparare con felicità il tedesco. Con regole sull, identità o affinità di moltissimi vocaboli delle due lingue di G. B. Bolza. 10. unica legittima ed. (etc.)

Unix Shell Programming

Rivista di filosofia

Social Media Mining

IO, DIGITAL PROF Presente e Futuro

Impara a Capire e a Guadagnare con i Non-Fungible Token