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MOODY MICAH

Head First Programming John Wiley & Sons

Explore what Flutter has to offer, where it came from, and where it's going. Mobile development is progressing at a fast rate and with Flutter – an open-source mobile application development SDK created by Google – you can develop applications for Android and iOS, as well as Google Fuchsia. Learn to create three apps (a personal information manager, a chat system, and a game project) that you can install on your mobile devices and use for real. You will begin by getting a solid foundation of Flutter knowledge, and

building on it immediately by constructing two more traditional productivity apps.. You will also learn to create a game, enabling you to see a whole other perspective on what Flutter can do. In addition to building these apps, you'll have the benefit of reviewing real-world issues you might encounter, along with ways to deal with them through tips and tricks, all designed to make your Flutter experience that much more productive and, frankly, fun! Practical Flutter will leave you with a solid grasp of how to build apps with Flutter, and springboard into creating more advanced apps on your own. By the time your journey through this material concludes, another larger one will begin as you springboard, well-prepared, into the larger world of Flutter development,

tackling any project that comes your way with aplomb. Practical Flutter is a learning adventure you won't want to miss. What You'll Learn Get a Flutter project started and logically structure it Use the interface elements Flutter provides, such as widgets, controls, and extensions Build layouts using interface elements Use available tooling, specifically Android Studio Leverage server-side development and connect a Flutter app to a server back-end. Who This Book Is For Mobile developers who are looking to build for multiple mobile platforms and trying to do so with a codebase that is largely the same across all. Basic knowledge of iOS and Android generally, and some general programming experience is expected. **Teach Your Kids to Code** Createspace

Independent Publishing Platform
 Looking for a reliable way to learn how to program on your own, without being overwhelmed by confusing concepts? Head First Programming introduces the core concepts of writing computer programs -- variables, decisions, loops, functions, and objects -- which apply regardless of the programming language. This book offers concrete examples and exercises in the dynamic and versatile Python language to demonstrate and reinforce these concepts. Learn the basic tools to start writing the programs that interest you, and get a better understanding of what software can (and cannot) do. When you're finished, you'll have the necessary foundation to learn any programming language or tackle any software project you choose. With a focus on programming concepts, this book teaches you how to: Understand the core features of all programming languages, including: variables, statements, decisions, loops, expressions, and operators Reuse code with functions Use library code to save time and effort Select the best data structure to manage complex data Write programs that talk to the Web Share your data with other programs Write programs that test themselves and help you avoid embarrassing coding errors We think your time is too valuable to waste struggling with new concepts. Using the latest research in cognitive science and learning theory to craft a multi-sensory learning experience, Head First Programming uses a visually rich format designed for the way your brain works, not a text-heavy approach that puts you to sleep.

Begin to Code with C# Prentice Hall
 With the award-winning book *Agile Software Development: Principles, Patterns, and Practices*, Robert C. Martin helped bring Agile principles to tens of thousands of Java and C++ programmers. Now .NET programmers have a definitive guide to agile methods with this completely updated volume from Robert C. Martin and Micah Martin, *Agile Principles, Patterns, and Practices in C#*. This book presents a series of case studies illustrating the fundamentals of Agile development and Agile design, and moves quickly from UML models to real C# code. The introductory chapters lay out the basics of the agile movement, while the later chapters show proven techniques in action. The book includes many source code examples that are also available for download from the authors' Web site. Readers will come away from this book understanding Agile principles, and the fourteen practices of Extreme Programming Spiking, splitting, velocity,

and planning iterations and releases Test-driven development, test-first design, and acceptance testing Refactoring with unit testing Pair programming Agile design and design smells The five types of UML diagrams and how to use them effectively Object-oriented package design and design patterns How to put all of it together for a real-world project Whether you are a C# programmer or a Visual Basic or Java programmer learning C#, a software development manager, or a business analyst, *Agile Principles, Patterns, and Practices in C#* is the first book you should read to understand agile software and how it applies to programming in the .NET Framework.

Social Media for Strategic Communication
 App Inventor 2 Create Your Own Android Apps
 This book offers a selection of the best papers presented at the international scientific conference "Digital Transformation in Industry: Trends, Management, Strategies", held by the Institute of Economics of the Ural Branch of the Russian Academy of Sciences, Russia in November 2020. The main focus of the book is to evaluate trends and perspectives of digital transformation in industry and industrial markets through the dissemination of Industry 4.0. The aim of the topics discussed is to create an idea of introduction mechanisms for digitization processes and to specify successful strategies of digital transformation in all sectors of industrial enterprises. The experience of developed and developing economies, as well as small and large enterprises implementing IT and other technological innovations are included. Students as well as managers of industrial organizations alike can benefit from the results of the topics covered.

How to Use Your New Computer Apress
 Teach Your Kids to Code is a parent's and teacher's guide to teaching kids basic programming and problem solving using Python, the powerful language used in college courses and by tech companies like Google and IBM. Step-by-step explanations will have kids learning computational thinking right away, while visual and game-oriented examples hold their attention. Friendly introductions to fundamental programming concepts such as variables, loops, and functions will help even the youngest programmers build the skills they need to make their own cool games and applications. Whether you've been coding for years or have never programmed anything at all, Teach Your Kids to Code will help you show your young programmer how to: -Explore geometry by drawing colorful shapes with

Turtle graphics -Write programs to encode and decode messages, play Rock-Paper-Scissors, and calculate how tall someone is in Ping-Pong balls -Create fun, playable games like War, Yahtzee, and Pong -Add interactivity, animation, and sound to their apps Teach Your Kids to Code is the perfect companion to any introductory programming class or after-school meet-up, or simply your educational efforts at home. Spend some fun, productive afternoons at the computer with your kids—you can all learn something!

Building Dynamic Client-Side Web Applications No Starch Press
 Accelerate your productivity with Visual Basic® .NET—and quickly create powerful Win32® applications and high-performance, scalable applications for the Web—with this indispensable tutorial and reference. Building on the success of the author's popular programming book for Visual Basic 6.0, this new book teaches you the best practices for porting and reusing existing Visual Basic code in the .NET Framework as well as for exploiting the language's advanced new object-oriented capabilities. It covers the common language runtime (CLR), multithreaded programs, Windows® Forms applications, GDI+ graphic programming, Windows services, ADO.NET classes for database programs, ASP.NET Web Forms, and Web Services. It includes advanced optimization techniques and tips for leveraging the power of the Microsoft® Visual Studio® .NET environment. Topics covered include: Getting started with Visual Basic .NET Modules, variables, and error handling Object-oriented features, including inheritance Delegates and attributes Arrays, lists, and collections Files, directories, and streams Object serialization Regular expressions Threading Assemblies and AppDomains Reflection Windows Forms applications and GDI+ Windows Forms custom control creation Windows services ADO.NET XML ASP.NET Web Forms applications User controls and custom controls XML Web services CD+DVD INSIDE! CD-ROM features: A fully searchable electronic copy of PROGRAMMING MICROSOFT VISUAL BASIC 6.0 Sample applications written in Visual Basic .NET A Note Regarding the CD or DVD The print version of this book ships with a CD or DVD. For those customers purchasing one of the digital formats in which this book is available, we are pleased to offer the CD/DVD content as a free download via O'Reilly Media's Digital Distribution services. To download this content, please visit O'Reilly's web site, search for the title of this book to find its catalog page, and

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[Professional JavaScript for Web Developers](#)
Simon and Schuster

Take WordPress beyond its comfort zone As the most popular open source blogging tool, WordPress is being used to power increasingly advanced sites, pushing it beyond its original purpose. In this unique book, the authors share their experiences and advice for working effectively with clients, manage a project team, develop with WordPress for larger projects, and push WordPress beyond its limits so that clients have the customized site they need in order to succeed in a competitive marketplace. Explains that there is more than one approach to a WordPress challenge and shows you how to choose the one that is best for you, your client, and your team Walks you through hosting and developing environments, theme building, and contingency planning Addresses working with HTML, PHP, JavaScript, and CSS WordPress: Pushing the Limits encourages you to benefit from the experiences of seasoned WordPress programmers so that your client's site can succeed.

[Effective Implementation and Maintenance](#)
Legare Street Press

Recent years have seen a dramatic growth of natural language text data, including web pages, news articles, scientific literature, emails, enterprise documents, and social media such as blog articles, forum posts, product reviews, and tweets. This has led to an increasing demand for powerful software tools to help people analyze and manage vast amounts of text data effectively and efficiently. Unlike data generated by a computer system or sensors, text data are usually generated directly by humans, and are accompanied by semantically rich content. As such, text data are especially valuable for discovering knowledge about human opinions and preferences, in addition to many other kinds of knowledge that we encode in text. In contrast to structured data, which conform to well-defined schemas (thus are relatively easy for computers to handle), text has less explicit structure, requiring computer processing toward understanding of the content encoded in text. The current technology of natural language processing has not yet reached a point to enable a computer to precisely understand natural

language text, but a wide range of statistical and heuristic approaches to analysis and management of text data have been developed over the past few decades. They are usually very robust and can be applied to analyze and manage text data in any natural language, and about any topic. This book provides a systematic introduction to all these approaches, with an emphasis on covering the most useful knowledge and skills required to build a variety of practically useful text information systems. The focus is on text mining applications that can help users analyze patterns in text data to extract and reveal useful knowledge. Information retrieval systems, including search engines and recommender systems, are also covered as supporting technology for text mining applications. The book covers the major concepts, techniques, and ideas in text data mining and information retrieval from a practical viewpoint, and includes many hands-on exercises designed with a companion software toolkit (i.e., MeTA) to help readers learn how to apply techniques of text mining and information retrieval to real-world text data and how to experiment with and improve some of the algorithms for interesting application tasks. The book can be used as a textbook for a computer science undergraduate course or a reference book for practitioners working on relevant problems in analyzing and managing text data.

[Improve your Mobile Development with Google's Latest Open-Source SDK](#) Packt Publishing Ltd

Bring dynamic server-side web content and responsive web design together to build websites that work and display well on any resolution, desktop or mobile. With this practical book, you'll learn how by combining the ASP.NET MVC server-side language, the Bootstrap front-end framework, and Knockout.js—the JavaScript implementation of the Model-View-ViewModel pattern. Author Jamie Munro introduces these and other related technologies by having you work with sophisticated web forms. At the end of the book, experienced and aspiring web developers alike will learn how to build a complete shopping cart that demonstrates how these technologies interact with each other in a sleek, dynamic, and responsive web application. Build well-organized, easy-to-maintain web applications by letting ASP.NET MVC 5, Bootstrap, and Knockout.js do the heavy lifting Use ASP.NET MVC 5 to build server-side web applications, interact with a database, and dynamically render HTML Create responsive views with Bootstrap that

render on a variety of modern devices; you may never code with CSS again Add Knockout.js to enhance responsive web design with snappy client-side interactions driven by your server-side web application [A Hands-On Introduction to Programming](#) Apress

Become a C# programmer—and have fun doing it! Start writing software that solves real problems, even if you have absolutely no programming experience! This friendly, easy, full-color book puts you in total control of your own learning, empowering you to build unique and useful programs. Microsoft has completely reinvented the beginning programmer's tutorial, reflecting deep research into how today's beginners learn, and why other books fall short. *Begin to Code with C#* is packed with innovations, from its "Snaps" prebuilt operations to its "Make Something Happen" projects. Whether you're a total beginner or you've tried before, this guide will put the power, excitement, and fun of programming where it belongs: in your hands! Easy, friendly, and you're in control! Learn how to... • Get the free tools you need to create modern programs • Work with 150 sample programs that illustrate important concepts • Use the sample programs as starting points for your own programs • Explore exactly what happens when a program runs • Approach program development with a professional perspective • Use powerful productivity shortcuts built into Microsoft Visual Studio • Master classes, interfaces, methods, and other essential concepts • Organize programs so they're easy to construct and improve • Capture and respond to user input • Store and manipulate many types of real-world data • Create interactive games that are fun to play • Build modern interfaces your users will love • Test and debug your code—and avoid problems in the first place

[A Parent-Friendly Guide to Python Programming](#) Pearson Education

Over 90 recipes to help you write clean code, solve common JavaScript problems, and work on popular use cases like SPAs, microservices, native mobile development with Node, React, React Native and Electron. Key Features Over 90 practical recipes to help you write clean and maintainable JavaScript codes with the latest ES8 Leverage the power of leading web frameworks like Node and React to build modern web apps Features comprehensive coverage of tools and techniques needed to create multi-platform apps with JavaScript Book Description JavaScript has evolved into a language that you can use on any platform. Modern JavaScript Web

Development Cookbook is a perfect blend of solutions for traditional JavaScript development and modern areas that developers have lately been exploring with JavaScript. This comprehensive guide teaches you how to work with JavaScript on servers, browsers, mobile phones and desktops. You will start by exploring the new features of ES8. You will then move on to learning the use of ES8 on servers (with Node.js), with the objective of producing services and microservices and dealing with authentication and CORS. Once you get accustomed to ES8, you will learn to apply it to browsers using frameworks, such as React and Redux, which interact through Ajax with services. You will then understand the use of a modern framework to develop the UI. In addition to this, development for mobile devices with React Native will walk you through the benefits of creating native apps, both for Android and iOS. Finally, you'll be able to apply your new-found knowledge of server-side and client-side tools to develop applications with Electron. What you will learn Use the latest features of ES8 and learn new ways to code with JavaScript Develop server-side services and microservices with Node.js Learn to do unit testing and to debug your code Build client-side web applications using React and Redux Create native mobile applications for Android and iOS with React Native Write desktop applications with Electron Who this book is for This book is for developers who want to explore the latest JavaScript features, frameworks, and tools for building complete mobile, desktop and web apps, including server and client-side code. You are expected to have working knowledge of JavaScript to get the most out of this book.

[Programming Android](#) "O'Reilly Media, Inc."

If you are a PHP programmer or developer looking for a framework to quickly develop your applications, this book is for you. The prerequisites needed would be prior experience with CodeIgniter.

Trends, Management, Strategies Addison-Wesley Professional

Three of CouchDB's creators show you how to use this document-oriented database as a standalone application framework or with high-volume, distributed applications. With its simple model for storing, processing, and accessing data, CouchDB is ideal for web applications that handle huge amounts of loosely structured data. That alone would stretch the limits of a relational database, yet CouchDB offers an open source solution that's reliable, scales easily, and responds quickly. CouchDB works with

self-contained data that has loose or ad-hoc connections. It's a model that fits many real-world items, such as contacts, invoices, and receipts, but you'll discover that this database can easily handle data of any kind. With this book, you'll learn how to work with CouchDB through its RESTful web interface, and become familiar with key features such as simple document CRUD (create, read, update, delete), advanced MapReduce, deployment tuning, and more. Understand the basics of document-oriented storage and manipulation Interact with CouchDB entirely through HTTP using its RESTful interface Model data as self-contained JSON documents Handle evolving data schemas naturally Query and aggregate data in CouchDB using MapReduce views Replicate data between nodes Tune CouchDB for increased performance and reliability

[The Official Raspberry Pi Beginner's Guide](#) "O'Reilly Media, Inc."

The first detailed, unbiased comparison of the three leading PHP frameworks Web developers have been eager for an impartial comparison of leading PHP frameworks so they can make educated decisions about the most effective tool for their needs. This guide uses Symfony, CakePHP, and Zend Framework to solve key problems, providing source code examples and comparisons for each. It explains the approach and reviews the similarities and differences in the three frameworks, providing reliable information on which to base your decisions. Symfony, CakePHP, and Zend Framework are considered the leading PHP frameworks; developers need an unbiased comparison to choose which one works best for their individual situations This guide uses each framework to solve the same problems, illustrating the solutions with source code examples and working applications Covers wide range of topics, from installation and configuration to most advanced features like AJAX, web services and automated testing. Includes an appendix of new PHP frameworks, including CodeIgniter, Lithium, and Agavi Bestselling PHP author Elizabeth Naramore serves as technical editor Comparison of PHP Web Frameworks provides the impartial, side-by-side comparison that developers have been looking for.

36,000 Key Performance Indicators Irwin Professional Pub

Expectations for performance management systems continue to grow in the public sector. Yet few administrators know how to effectively implement and sustain these systems. Performance-Based Management Systems: Effective

Implementation and Maintenance supports practical efforts to build and maintain performance management systems in public organizations, explaining obstacles to measurement efforts and providing guidance on how to overcome them. The book begins by exploring performance measurement as a key element of performance-based management systems. It discusses its legacy and its limitations and offers competing explanations of the factors that constrain its effective use. Next, it focuses on building theory in support of practice through a mixed methods approach. It examines research reconciling the conflicting explanations for the lack of proper use of performance measurement information. Then it offers new insights for developing a context-sensitive model of performance measurement that can lead to effective practices. The third part develops these insights into a pragmatic model of performance-based management. It provides a realistic explanation of the contributions of performance measurement and gives advice derived from current practice. The author concludes by highlighting the rationale, methods, and findings of two studies that served as the foundation for this book. She also provides final suggestions of how to move practice and theory forward. This volume explains why performance measurement is not more widely used in the public sector, and explores how implementation of performance measurement can be improved with insights gained from extant literature on public policy, organizational politics and culture, and knowledge utilization. Mastery of this material will enable practitioners to understand how to effectively implement policies that will positively impact their organizations and their employees. *Agile Principles, Patterns, and Practices in C#* Morgan & Claypool Publishers Take advantage of this comprehensive reference to solving common problems when developing with Flutter. Along with an introduction to the basic concepts of Flutter development, the recipes in this book cover all important aspects of this emerging technology, including development, testing, debugging, performance tuning, app publishing, and continuous integration. Although Flutter presents a rich, cross-platform mobile development framework, helpful documentation is not easily found. Here you'll review solutions to various scenarios and use creative, tested ways to accomplish everything from simple to complex development tasks. Flutter is developed using Dart and contains a

unique technology stack that sets it apart from its competitors. This book takes the mystery out of working with the Dart language and integrating Flutter into your already existing workflows and development projects. With Flutter Recipes, you'll learn how to build and deploy apps freshly started in Flutter, as well as apps already in progress, while side-stepping any potential roadblocks you may face along the way. What You'll Learn Debug with Dart Observatory Program accessibility and localization features Build and release apps for iOS and Android Incorporate reactive programming Who This Book Is For Mobile developers with some experience in other frameworks who would like to work with the growing and popular Flutter.

[Getting Started with Android Studio](#) No Starch Press

Android Programming: The Big Nerd Ranch Guide is an introductory Android book for programmers with Java experience. Based on Big Nerd Ranch's popular Android Bootcamp course, this guide will lead you through the wilderness using hands-on example apps combined with clear explanations of key concepts and APIs. This book focuses on practical techniques for developing apps compatible with Android 4.1 (Jelly Bean) and up, including coverage of Lollipop and material design. Write and run code every step of the way, creating apps that integrate with other Android apps, download and display pictures from the web, play sounds, and more. Each chapter and app has been designed and tested to provide the knowledge and experience you need to get started in Android development. Big Nerd Ranch specializes in developing and designing innovative applications for clients around the world. Our experts teach others through our books, bootcamps, and onsite training. Whether it's Android, iOS, Ruby and Ruby on Rails, Cocoa, Mac OS X, JavaScript, HTML5 or UX/UI, we've got you covered. The Android team is constantly improving and updating Android Studio and other tools. As a result, some of the instructions we provide in the book are no longer correct. You can find an addendum addressing breaking changes at:

<https://github.com/bignerdranch/AndroidCourseResources/raw/master/2ndEdition/Errata/2eAddendum.pdf>.

Hands-On Full Stack Web Development with Angular 6 and Laravel 5 Packt Publishing Ltd

Model View Controller (MVC) is becoming the definitive architecture of website development frameworks due to the stability, extensibility and predictability it lends to development. It is not just the primary separation of database, business logic and interface components, but includes a wide range of considerations for building high-performing, scalable and secure applications. Deciding which MVC framework best suits the project you are about to begin is one of the biggest challenges you'll face as a developer. If you are part of a team, this decision has probably already been made for you; but in any event, you'll need to know how (and why) the framework authors made it work the way it does. Pro PHP MVC looks at the building blocks that make any good MVC framework, and how they apply to PHP. It exposes all considerations that many developers take for granted when using a popular framework, and teaches you how to make the framework your own. Over the course of reading this book, you will learn the theoretical implications of the choices you would make when writing your own MVC framework, and how to put the pieces together in a cohesive package. We take a look at the highly modular Zend Framework—how to use its collection of loosely coupled classes to build a unified system. We also look at CakePHP, learning from its automated build system (Bakery) and highly intuitive approach to rapid development. This book will lay bare all the secret parts of MVC for you.

[Android Programming](#) Apress

Update your skill set for ES 6 and 7 with the ultimate JavaScript guide for pros Professional JavaScript for Web Developers is the essential guide to next-level JavaScript development. Written for intermediate-to-advanced programmers, this book jumps right into the technical details to help you clean up your code and become a more sophisticated JavaScript developer. From JavaScript-specific object-oriented programming and inheritance, to combining JavaScript with HTML and other markup languages, expert instruction walks you through the fundamentals and beyond. This new fourth edition has been updated to cover ECMAScript 6 and 7 (also known as ES2015 and ES2016) and the

major re-imagination and departure from ES 5.1; new frameworks and libraries, new techniques, new testing tools, and more are explained in detail for the professional developer, with a practical focus that helps you put your new skills to work on real-world projects. The latest—and most dramatic—ES release is already being incorporated into JavaScript engines in major browsers; this, coupled with the rise in mobile web traffic increasing demand for responsive, dynamic web design, means that all web developers need to update their skills—and this book is your ideal resource for quick, relevant guidance. Get up to date with ECMAScript 6 and 7, new frameworks, and new libraries Delve into web animation, emerging APIs, and build systems Test more effectively with mocks, unit tests, functional tests, and other tools Plan your builds for future ES releases Even if you think you know JavaScript, new ES releases bring big changes that will affect the way you work. For a professional-level update that doesn't waste time on coding fundamentals, Professional JavaScript for Web Developers is the ultimate resource to bring you up to speed.

[Introduction to Programming with Greenfoot](#) Packt Publishing Ltd

The goal of this book is to teach you to think like a computer scientist. This way of thinking combines some of the best features of mathematics, engineering, and natural science. Like mathematicians, computer scientists use formal languages to denote ideas (specifically computations). Like engineers, they design things, assembling components into systems and evaluating tradeoffs among alternatives. Like scientists, they observe the behavior of complex systems, form hypotheses, and test predictions. The single most important skill for a computer scientist is problem solving. Problem solving means the ability to formulate problems, think creatively about solutions, and express a solution clearly and accurately. As it turns out, the process of learning to program is an excellent opportunity to practice problem-solving skills. That's why this chapter is called, The way of the program. On one level, you will be learning to program, a useful skill by itself. On another level, you will use programming as a means to an end. As we go along, that end will become clearer.

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