Creator Developer

JBuilder Developer's Guide provides comprehensive coverage of JBuilder from the practitioner's viewpoint. The authors develop a consolidated application throughout the chapters, allowing conceptual cohesion and illustrating the use of JBuilder to build 'real-world' applications. The examples can be compiled and run under JBuilder Personal edition, a free edition of JBuilder. JBuilder Developer's Guide is not version specific but explains the latest JBuilder 6, 7, and 8 features such as enterprise J2EE application development, CORBA, SOAP, XML tools, Enterprise JavaBeans, JavaServer Pages/Servlets, and JavaBeans technology. JBuilder repeatedly wins "developer's choice" awards as the best visual tool for developing Java applications. This book is about the Three Faces of Self, one or two of which you have not met, or perhaps only met fleetingly. The three faces of self are the Reactive Self, the Perceptive Self, and the Creative Self. In exploring the three faces of self, we introduce you to the "'nine dots"' of the Enneagram in two of its forms. The Enneagram of Pathways describes the processes for accessing and understanding the underlying dynamics of the three faces of self. The Enneagram of Patterns describes the nine universal perception patterns that can be expressed by individuals. Learn how to use Zoho Creator effectively to benefit your business. This book takes you through a number of real-life scenarios and teaches you how to use Zoho Creator to create solutions for your business,

with no technical background needed and with little to no coding required. Sound too good to be true? Not with Zoho Creator. With the help of this book you can create a fully-functional cloud-based app that manages your company information, is elegant to use, and cost-effective to maintain. Get started today. Technology makes our lives easier and there are a large number of resources on offer to help with various tasks, including managing business information. With all the tools, apps, and services to choose from, it is still a daunting and often expensive undertaking for businesses to create solutions that fit their specific requirements. Mastering Zoho Creator will guide you through all of this. What You'll Learn Build Zoho Creator applications properly from the ground up Design with the user in mind Design with the data in mind Create and launch real world business applications, such as real estate management system Integrate your app with external tools and services Extend the capabilities of other Zoho offerings such as CRM Add advanced features by coding in Deluge scripting language Who This Book Is For Small business owners and solopreneurs who want to create business applications and solution to solve their day-to-day problems without the need for prior technical knowledge, coding, or the help of programmers and expensive external consultants. Solution providers and consultants who want to learn the ins and outs of Zoho tools and create world-class business applications for their clients quickly and efficiently. Gender Warriors: Reading Contemporary Urban Fantasy offers classroom-ready original essays demonstrating how representations of gender and

the kick-ass female urban fantasy warrior have unraveled and reinforced gender and genre expectations and tropes, making it a valuable text for any course.
Advanced Topics in Database Research, Volume 5
Heroes, Villains, and the Fight for Art and Soul in Video Games
Engineering dependable Software using Principle-based Development
Journal of Small Business and Entrepreneurship
Hands-On Genetic Algorithms with Python
Agile Processes, in Software Engineering, and Extreme Programming

Citizen development allows anyone to build applications without software expertise, significantly faster, and at a fraction of the cost. Unlock the value within your organization. Learn the tools and techniques needed to introduce and scale citizen development. This book brings together the latest thinking on citizen development from industry thought leaders, no-code/low-code vendors, transformation experts, and executives who oversee large technology investments. It guides organizations to deliver citizen development projects, design better apps, scale the operating model, align key stakeholders, and nurture and grow citizen development. This book contains the refereed proceedings of the 17th International Conference on Agile Software Development, XP 2016, held in Edinburgh, UK, in May 2016. While agile development has already become mainstream in industry, this field is still constantly evolving and continues to spur an enormous interest both in industry and academia. To this end, the XP conference attracts a large number of software practitioners and researchers, providing a rare opportunity for interaction between the two communities. The 14 full papers

accepted for XP 2016 were selected from 42 submissions. Additionally, 11 experience reports (from 25 submissions) 5 empirical studies (out of 12 submitted) and 5 doctoral papers (from 6 papers submitted) were selected, and in each case the authors were shepherded by an experienced researcher. Generally, all of the submitted papers went through a rigorous peer-review process.

The 2nd volume in the hit art book series, covering the history, artwork, and sound design of independent video games! Indie Games 2 explores the major developments in independent games since 2018. Superbly illustrated and documented, for enthusiasts and curious amateurs alike, this book gives voice to those who drive this cultural industry. Featuring exclusive interviews, and more than 300 illustrations, concept arts and unpublished sketches, through which the reader will get a glimpse behind the scenes and get answers from the key people behind the blockbuster independent video games. Discover more than 300 independent video games within, including: A Plague Tale: Innocence, A short Hike, Children of Morta, Carto, Creaks, Eastward, Factorio, Frostpunk, Genesis Noir, Haven, LUNA–The Shadow Dust, Old Man's Journey, Return of the Obra Dinn, Sayonara Wild Hearts, Season, Slay the Spire, Spelunky 2, Untitled Goose Game, When the Past Was Around, and more…

"As esports has grown, the need for professional legal representation has grown with it. Justin's Essential Guide to the Business & Law of Esports & Professional Video Gaming provides a great baseline and will help prevent the legal horror stories of esports in the past." Mitch Reames, AdWeek and Esports Insider "Justin's exploration of the business and law side of the esports sector fills a gap of knowledge that is an absolute necessity in truly understanding the esports space." Kevin Hitt, The Esports Observer The Essential

Guide to the Business & Law of Esports & Professional Video Gaming covers everything you need to know about the past, present, and future of esports and professional video gaming. The book is written by one of the foremost attorneys and business practitioners in today's esports and professional gaming scene, Justin M. Jacobson, Esq. This guide is meant to provide you with an in-depth look at the business and legal matters associated with the esports world. • Includes coverage of the stakeholders in the esports business "ecosystem," including the talent, the teams, the publishers, and the event organizers. • Explores various legal fields involved with esports, including intellectual property, employment and player unions, business investments and tax "write-offs," immigration and visas, event operation tips, social media and on-stream promotions, and much more. • The most current book on the market, with actual contract provisions modeled on existing major esports player, coach, shoutcaster, and sponsorship agreements. About the Author Justin M. Jacobson, Esq. is an entertainment and esports attorney located in New York City. For the last decade, he has worked with professional athletes, musicians, producers, DJs, record labels, fashion designers, as well as professional gamers, streamers, coaches, on-air talent, and esports organizations. He assists these creative individuals with their contract, copyright, trademark, immigration, tax, and related business, marketing, and legal issues. He is a frequent contributor to many industry publications and has been featured on a variety of entertainment, music, and esports publications and podcasts, including Business Insider, The Esports Observer, Esports Insider, Tunecore, and Sport Techie. Justin has positioned himself as a top esports business professional working with talent in a variety of franchise leagues including the Overwatch League, Overwatch Contenders, and Call of Duty Pro League as well

as in many popular competitive titles such as Fortnite, CS:GO, Gears of War, Halo, Super Smash Brothers, Rainbow 6, PUBG, Madden, and FIFA and mobile games such as Brawlhalla, Clash of Clans, and Call of Duty mobile. Previously, he worked with various esports talent agencies as well as in an official capacity on behalf of several esports teams and brands.

JBuilder Developer's Guide

TV Outside the Box

Augmented and Mixed Reality for Communities

ActionScript Developer's Guide to Robotlegs

A Developer's Guide to the Semantic Web

Safety and Security of Cyber-Physical Systems

7th International Semantic Web Conference, ISWC 2008, Karlsruhe, Germany, October 26-30, 2008, Proceedings

Provides a step-by-step guide to the mobile app planning and design processes, explaining how to find developers, choose app components, test and debug apps, and leverage user feedback to plan future releases. Advanced Topics in Database Research is a series of books on the fields of database, software engineering, and systems analysis and design. They feature the latest research ideas and topics on how to enhance current database systems, improve information storage, refine existing database models, and develop advanced applications. Advanced Topics in Database Research, Volume 5 is a part of this series. Advanced Topics in Database Research, Volume 5 presents the latest research ideas and topics on database systems and applications, and provides insights into important developments in the field of database and database management. This book describes the capabilities and features of new technologies and methodologies, and presents state-of-the-art research ideas, with an

emphasis on theoretical issues regarding databases and database management.
This devotional provides the spiritual nurture that every mom longs for. Each day contains a devotional application that reveals truth and encouragement for their daily walk. Moms are sure to treasure this devotional oasis where they can meet with God each day.
This book provides a practice-driven, yet rigorous approach to executive management decision-making that performs well even under unpredictable conditions. It explains how executives can employ prescribed engineering design methods to arrive at robust outcomes even when faced with uncontrollable uncertainty. The book presents the paradigm and its main principles in Part I; in Part II it illustrates how to frame a decision situation and how to design the decision so that it will produce its intended behavior. In turn, Part III discusses in detail in situ case studies on executive management decisions. Lastly, Part IV summarizes the book and formulates the key lessons learned.
The Publishing Challenge for Independent Video game Developers
Proceedings of the 5th Annual Generalized Intelligent Framework for Tutoring (GIFT) Users Symposium (GIFTSym5)
Building Flexible Rich Internet Applications
Readings in Cyberethics
The One Year Devotions for Moms
Mastering Zoho Creator
Web Developer.com? Guide to Streaming Multimedia
This book of readings is a flexible resource for undergraduate and graduate courses in the evolving fields of computer

and Internet ethics. Each selection has
been carefully chosen for its timeliness
and analytical depth and is written by a
well-known expert in the field. The
readings are organized to take students
from a discussion on ethical frameworks
and regulatory issues to a substantial
treatment of the four fundamental,
interrelated issues of cyberethics:
speech, property, privacy, and security. A
chapter on professionalism rounds out the
selection. This book makes an excellent
companion to CyberEthics: Morality and Law
in Cyberspace, Third Edition by providing
articles that present both sides of key
issues in cyberethics.
Cyber-physical systems (CPSs) consist of
software-controlled computing devices
communicating with each other and
interacting with the physical world
through sensors and actuators. A CPS has,
therefore, two parts: The cyber part
implementing most of the functionality and
the physical part, i.e., the real world.
Typical examples of CPS's are a water
treatment plant, an unmanned aerial
vehicle, and a heart pacemaker. Because
most of the functionality is implemented
in software, the software is of crucial
importance. The software determines the
functionality and many CPS properties,

such as safety, security, performance, real-time behavior, etc. Therefore, avoiding safety accidents and security incidents in the CPS requires highly dependable software. Methodology Today, many methodologies for developing safe and secure software are in use. As software engineering slowly becomes disciplined and mature, generally accepted construction principles have emerged. This monograph advocates principle-based engineering for the development and operation of dependable software. No new development process is suggested, but integrating security and safety principles into existing development processes is demonstrated. Safety and Security Principles At the core of this monograph are the engineering principles. A total of 62 principles are introduced and catalogized into five categories: Business & organization, general principles, safety, security, and risk management principles. The principles are rigorous, teachable, and enforceable. The terminology used is precisely defined. The material is supported by numerous examples and enriched by illustrative quotes from celebrities in the field. Final Words «In a cyber-physical system's safety and security, any compromise is a planned

disaster» Audience First, this monograph
is for organizations that want to improve
their methodologies to build safe and
secure software for mission-critical cyber-
physical systems. Second, the material is
suitable for a two-semester, 4 hours/week,
advanced computer science lecture at a
Technical University. This textbook has
been recommended and developed for
university courses in Germany, Austria and
Switzerland.
Introduces the PalmPilot and its systems
while offering instruction in programming
forms, databases, widgets, and event-
driven user interfaces.
Covering the theory, technical components
and applications of the Semantic Web, this
book's unrivalled coverage includes the
latest on W3C standards such as OWL 2, and
discusses new projects such as DBpedia. It
also shows how to put theory into
practice.
Applying genetic algorithms to solve real-
world deep learning and artificial
intelligence problems
Discovering the Three Faces of Self using
the Enneagram
Indie Games
Beginning Your Financial Journey
Software Language Engineering
DB2 Developer's Guide

A Solutions-Oriented Approach to Learning
the Foundation and Capabilities of DB2 for
z/OS

0672324806.ld The definitive guide to the latest version of
Borlands powerful C++Builder. Provides complete coverage of
C++Builder Web Services development, now a key component
of C++Builder. Borland C++Builder remains best in class IDE
over the past 5 years for C++ solutions. Written by a team of
top C++Builder experts with expertise in a variety of technical
areas related to C++ application development. C++Builder 6
Developers Guide is revised for the latest version of
C++Builder, the biggest update to C++Builder in years.
C++Builder is an ANSI C++ IDE. The version 6 adds BizShape,
a tool to build Web Services using XML/SOAP, .NET, and
BizTalk from Microsoft, and SunONE from Sun Microsystems.
Other new components include WebSnap for Web application
development, DataSnap for database development, and CLX,
which allows cross-platform development for Unix and Linux.
The new NetCLX Internet components allow development of
cross-platform applications with Apache, Microsoft IIS, and
Netscape Web Server applications. C++Builder 6 Developers
Guide continues as the definitive guide for Borlands
C++Builder, providing a clear and concise reference for C++
developers. C++Builder Developers Guide is a unique
combination of over 35 C++Builder experts from around the
globe. This team brings hundreds of thousands of working
hours in professional software development to the creation of
this extensive work. Leading the team are Jarrod Hollingworth,
Bob Swart, Mark Cashman. and Paul Gustavson. Jarrod is
running Backslash (http://www.backslash.com;au), loping
software applications for the Internet and key business sectors
and working as a software development consultant. Bob (aka.
Dr.Bob) is an internationally recognized UK Borland

Connections member and an independent technical author, trainer, and consultant using C++Builder, Kylix, and Delphi based in The Netherlands. Mark Cashman is an independent C++ developer in the U.S. Paul Gustavson lives in Virginia and is a senior systems engineer for Synetics, Inc., a U.S.-based company providing knowledge management, systems engineering, and enterprise management services.
DB2 Developer's Guide is the field's #1 go-to source for on-the-job information on programming and administering DB2 on IBM z/OS mainframes. Now, three-time IBM Information Champion Craig S. Mullins has thoroughly updated this classic for DB2 v9 and v10. Mullins fully covers new DB2 innovations including temporal database support; hashing; universal tablespaces; pureXML; performance, security and governance improvements; new data types, and much more. Using current versions of DB2 for z/OS, readers will learn how to: * Build better databases and applications for CICS, IMS, batch, CAF, and RRSAF * Write proficient, code-optimized DB2 SQL * Implement efficient dynamic and static SQL applications * Use binding and rebinding to optimize applications * Efficiently create, administer, and manage DB2 databases and applications * Design, build, and populate efficient DB2 database structures for online, batch, and data warehousing * Improve the performance of DB2 subsystems, databases, utilities, programs, and SQL stat DB2 Developer's Guide, Sixth Edition builds on the unique approach that has made previous editions so valuable. It combines: * Condensed, easy-to-read coverage of all essential topics: information otherwise scattered through dozens of documents * Detailed discussions of crucial details within each topic * Expert, field-tested implementation advice * Sensible examples
Harness the power of video to promote reflective practice Video recording is the only feedback method that allows educators to view their teaching through their own eyes. Video in Teacher

Learning provides guidance on how to get started and how to engage in nonjudgmental, descriptive analysis using this powerful tool. Written for instructional coaches, administrators, supervisors, and individual teachers, it includes scaffolding to counter resistance and cultivate a growth mindset. chapters on specific contexts including developmental, evaluative, and problems of practice. guidance for observation in specific grade bands and for specific student populations. templates and links to videos for video analysis tasks, step-by-step process outlines, real-world vignettes and application questions. Robotlegs is a standout among the ActionScript 3 development frameworks available today. With it, Flash, Flex, and AIR developers can create well-architected, testable, and flexible Rich Internet Applications—fast. This concise guide shows you how the light footprint and focused scope of this open source framework not only solves your immediate coding problems, it helps you gain insight into AS3 architecture on a much deeper level. The authors provide a walkthrough of specific features in two applications they've written in Robotlegs, complete with code for each application as a whole. You'll learn how to achieve a balance of flexibility and consistency in your own projects. Solve 80% of your coding problems with 20% of the API Gain code-base flexibility with automated Dependency Injection Learn the anatomy of a Robotlegs application Understand the relationships between models, services, control code, and views in the framework's MVCS architecture See how the Robotlegs' approach facilitates Test Driven Development (TDD) Pick up practical methods for architecting Robotlegs solutions Get expert insights to power-up your existing Robotlegs code
Palm OS Programming
The Essential Guide to the Business & Law of Esports & Professional Video Gaming
Gender Warriors

App Maker Planner, App Developer Planner , App Builder
Planner, App Generator Planner Mobile App Development
Planner, 12 Month Planner /52 Weeks Planner / Diary / Log /
Journal / Calendar
The Nine Dots
The Semantic Web - ISWC 2008
Trailblazing in the Digital Television Revolution
*This is the fifth year we have been able to
capture the research and development efforts
related to the Generalized Intelligent
Framework for Tutoring (GIFT) community
which at the writing of these proceedings has
well over 1000 users in over 65 countries. We
are proud of what we have been able to
accomplish with the help of our user
community. These proceedings are intended
to document the evolutions of GIFT as a tool
for the authoring of intelligent tutoring
systems (ITSs) and the evaluation of adaptive
instructional tools and methods.
The 8th International Conference on
Sustainable Development and Planning is
part of a series of biennial conferences on the
topic of sustainable regional development
which began in Greece in 2003. The papers
included in these proceedings report on the
latest advances from scientists specialising in
the range of subjects included within
sustainable development and planning.
Planners, environmentalists, architects,*

engineers, policy makers and economists have to work together in order to ensure that planning and development can meet our present needs without compromising the ability of future generations. The use of modern technologies in planning gives us new potential to monitor and prevent environmental degradation. Problems related to development and planning, which affect both rural and urban areas, are present in all regions of the world and accelerated urbanisation has resulted in both the deterioration of the environment and quality of life. Urban development can also intensify problems faced by rural areas such as forests, mountain regions and coastal areas, which urgently require solutions in order to avoid irreversible damage. The papers in the book cover the following topics: City planning; Regional planning; Rural developments; Sustainability and the built environment; Sustainability indicators; Policies and planning; Environmental planning and management; Energy resources; Cultural heritage; Quality of life; Community planning and resilience; Sustainable solutions in emerging countries; Sustainable tourism; Learning from nature; Transportation Social and political issues and Community planning.

A practical book and eBook for configuring, automating, and extending Siebel CRM applications.

Professor Odile Limpach gives independent developers everything they need to succeed in the world of video game publishing. The Publishing Challenge for Independent Video Game Developers: A Practical Guide defines what game publishing means for the indie developer and offers a concise framework to tackle the decision of whether to self-publish or not. Furthermore, the text establishes a catalogue of current known publishers with some salient characteristics and offers a list of useful publishing tools. Along with showcasing testimonials from several young and seasoned developers on their experiences with publishing and partners and recommendations from renown experts of the industry, this book offers tools, platforms, and guides to game publishing. Key features: Provides a broad overview of the game publishing market Explores criteria for choosing between a publishing partner or self-publishing Offers case studies and testimonials from indie game developers and publishers about the process. Professor Odile Limpach teaches economics and entrepreneurship at the Cologne Game Lab,

*TH Köln (Technical University of Cologne).
She is also co-founder of the Acceleration
Program SpielFabrique 360° and works as a
Strategic Consultant for games and serious
game projects. Between 2007 and 2014, she
was the managing director of the German
entertainment software studio Ubisoft Blue
Byte. Before, she was the managing director
of Ubisoft GmbH. She graduated from
business school Institut Commercial de
Nancy in France and completed her MBA in
the United States. Odile Limpach is also
involved as a volunteer in the areas of
vocational training and acts as a German
partner for Games for Change Europe.
Furthermore, she acts as an advisor
(Conseiller du Commerce Extérieur) for the
French Ministry for International Business
Development.*
App Creator Planner
*The Oxford Handbook of Technology and
Music Education*
*The Handbook for Creators and Change
Makers*
Borland C++ Builder 6 Developer's Guide
*Independent Video Games From Handcrafts
To Blockbusters*
Sitcom Writers Talk Shop
Gaming and the Divine

"An award-winning videogame writer offers a rare behi
the-scenes look inside the gaming industry, and expand
on how games are transformed from mere toys into
meaningful, artistic experiences"--
Discusses the uses of streaming, a multimedia feature
allows instant access to audio and video without
downloading, and shows how to use streaming technic
when building Web sites
This book formulates a new theological approach to th
study of religion in gaming. Video games have become
one of the most important cultural artefacts of moder
society, both as mediators of cultural, social, and
religious values and in terms of commercial success. Th
has led to a significant increase in the critical analysis
this relatively new medium, but theology as an academ
discipline is noticeably behind the other humanities on
this subject. The book first covers the fundamentals of
cultural theology and video games. It then moves on to
out a Christian systematic theology of gaming, focussi
on creational theology, Christology, anthropology, evil,
moral theology, and thanatology. Each chapter introdu
case studies from video games connected to the speci
theme. In contrast to many studies which focus on on
multiplayer games, the examples considered are largely
single player games with distinct narratives and 'end o
game' moments. The book concludes by synthesising
these themes into a new theology of video games. This
study addresses a significant aspect of contemporary
society that has yet to be discussed in any depth by

theologians. It is, therefore, a fantastic resource for an scholar engaging with the religious aspects of digital a popular culture.
Using mixed and augmented reality in communities is a emerging media practice that is reshaping how we interact with our cities and neighbors. From the politic of city hall to crosswalks and playgrounds, mixed and augmented reality will offer a diverse range of new wa to interact with our communities. In 2016, apps for augmented reality politics began to appear in app store Similarly, the blockbuster success of Pokémon Go illustrated how even forgotten street corners can beco a magical space for play. In 2019, a court case in Milwaukee, Wisconsin, extended first amendment right augmented reality. For all the good that these emergin media provide, there will and have been consequences. Augmented and Mixed Reality for Communities will help students and practitioners navigate the ethical design development of these kinds of experiences to transfor their cities. As one of the first books of its kind, each chapter in the book prepares readers to contribute to Augmented City. By providing insight into how these emerging media work, the book seeks to democratize t augmented and mixed reality space. Authors within thi volume represent some of the leading scholars and practitioners working in the augmented and mixed real space for civic media, cultural heritage, civic games, ethical design, and social justice. Readers will find practical insights for the design and development to

create their own compelling experiences. Teachers will
find that the text provides in-depth, critical analyses fo
thought-provoking classroom discussions.
JavaFX Developer's Guide
Through Their Own Eyes
Web Developer's Marketplace
Introduction to Personal Finance
Introduction to Programming in Swift
A Practical Guide
The Developer's Guide

*This book will teach you the fundamentals of software
engineering, how to become proficient in Swift, and take
launch you on your journey creating your own iPhone
apps. You'll learn everything you'd learn in an
introductory computer science college course, including
variables, loops, and conditionals. You'll also learn from
respected industry professionals about their experiences
learning to program and their careers now. Beyond that,
you'll solidify your understanding of each core concept
with comprehensive exercises.This book is a direct
response to my frustrations trying to learn to program. It
won't turn you into a programming deity, or instantly get
you a programming job, but it will teach you the
fundamentals of programming while getting you
comfortable in a very powerful (and in-demand)
programming language. Overview- Learn how to think
like a programmer with variables, conditionals, arrays,
loops, functions, and more!- Put your new skills to the
test with dozens of programming exercises- Get familiar
with Swift, a rising and in-demand language- Lay the*

foundation to become an iOS Developer and build iPhone apps!- Skip annoying setup and write code directly in your browser- Insightful interviews with industry professionals - Sean Allen, Christian Selig, Jordan Morgan, David Seek, Kim Arnett, Charlie Chapman, and Frank Foster!- The best resources you need to launch your new hobby or even career, all in one placeTable of Contents: IntroductionCoding Is The New LiteracyWhy Swift?Getting Your Environment SetupVariables And The Story They TellCode Asking Questions - ConditionalsSome Encouragement - Interviews With Industry ProfessionalsArraysLoopsFunctionsWhere to go from here - Resources and Teaching YourselfInterviewsOne of my favorite parts about this book is the written opinions of so many great software developers. So many people I respect, most of which are iOS Developers, volunteered their time to talk to me about their careers. Even if you're a professional developer with years of experience, the interviews section will rock your world. Featuring: - Sean Allen, Content Creator and iOS Engineer- Jordan Morgan, iOS Indie and creator of Spend Stack- David Seek, Software Engineer at Amazon- Frank Foster, Mobile Software Engineer- Christian Selig, Independent iOS Developer and creator of Apollo- Kim Arnett, Senior iOS Developer- Charlie Chapman, Lead iOS Developer at Stitch Fix and Creator of "Dark Noise" and "Overviewer"- Frederick Ohen, iOS Developer- Gonzalo Nuñez, Founding Mobile Engineer at Primer, an education startup Explore the ever-growing world of genetic algorithms to

solve search, optimization, and AI-related tasks, and improve machine learning models using Python libraries such as DEAP, scikit-learn, and NumPy Key Features Explore the ins and outs of genetic algorithms with this fast-paced guide Implement tasks such as feature selection, search optimization, and cluster analysis using Python Solve combinatorial problems, optimize functions, and enhance the performance of artificial intelligence applications Book Description Genetic algorithms are a family of search, optimization, and learning algorithms inspired by the principles of natural evolution. By imitating the evolutionary process, genetic algorithms can overcome hurdles encountered in traditional search algorithms and provide high-quality solutions for a variety of problems. This book will help you get to grips with a powerful yet simple approach to applying genetic algorithms to a wide range of tasks using Python, covering the latest developments in artificial intelligence. After introducing you to genetic algorithms and their principles of operation, you'll understand how they differ from traditional algorithms and what types of problems they can solve. You'll then discover how they can be applied to search and optimization problems, such as planning, scheduling, gaming, and analytics. As you advance, you'll also learn how to use genetic algorithms to improve your machine learning and deep learning models, solve reinforcement learning tasks, and perform image reconstruction. Finally, you'll cover several related technologies that can open up new possibilities for future applications. By the end of this book, you'll have hands-on experience of

applying genetic algorithms in artificial intelligence as well as in numerous other domains. What you will learn Understand how to use state-of-the-art Python tools to create genetic algorithm-based applications Use genetic algorithms to optimize functions and solve planning and scheduling problems Enhance the performance of machine learning models and optimize deep learning network architecture Apply genetic algorithms to reinforcement learning tasks using OpenAI Gym Explore how images can be reconstructed using a set of semi-transparent shapes Discover other bio-inspired techniques, such as genetic programming and particle swarm optimization Who this book is for This book is for software developers, data scientists, and AI enthusiasts who want to use genetic algorithms to carry out intelligent tasks in their applications. Working knowledge of Python and basic knowledge of mathematics and computer science will help you get the most out of this book.

TV Outside the Box: Trailblazing in the Digital Television Revolution explores the new and exploding universe of on-demand, OTT (Over the Top) networks: Netflix, Amazon, Hulu, Crackle, CW Seed, Vimeo, AwesomenessTV, and many more. Featuring in-depth conversations with game-changing content creators, industry mavericks, and leading cultural influencers, TV Outside the Box is essential reading for anyone interested in the dynamics of a global media revolution – while it's happening. Readers will discover: How the new "disruptors" of traditional television models are shaping the future of the television and feature film

business. You'll hear directly from the visionaries behind it all – from concept genesis to predictions for the future of streaming platforms; their strategies for acquisitions and development of new original content; and how the revolution is providing unprecedented opportunities for both established and emerging talent. What's different about storytelling for the progressive, risk-taking networks who are delivering provocative, groundbreaking, binge-worthy content, without the restraints of the traditional, advertiser-supported programming model. Through interviews with the showrunners, content creators, and producers of dozens of trailblazing series – including Orange Is the New Black, House of Cards, Transparent, and many more – you'll learn how and why the best and the brightest TV content creators and filmmakers are defining the new digital entertainment age – and how you can, too. Few aspects of daily existence are untouched by technology. Learning and teaching music are no exceptions and arguably have been impacted as much or more than other areas of life. Digital technologies have come to affect music learning and teaching in profound ways, influencing how we create, listen, share, consume, interact, and conceptualize musical practices and the musical experience. For a discipline as entrenched in tradition as music education, this has brought forth myriad views on what does and should constitute music learning and teaching. To tease out and elucidate some of the salient problems, interests, and issues, The Oxford Handbook of Technology and Music Education critically situates technology in relation to

*music education from a variety of perspectives:
historical; philosophical; socio-cultural; pedagogical;
musical; economic; policy, organized around four broad
themes: Emergence and Evolution; Locations and
Contexts: Social and Cultural Issues; Experiencing,
Expressing, Learning and Teaching; and Competence,
Credentialing, and Professional Development. Chapters
from a highly diverse group of junior and senior scholars
provide analyses of technology and music education
through intersections of gender, theoretical perspective,
geographical distribution, and relationship to the field.
The Oxford Handbook of Technology and Music
Education's dedication to diversity and forward-facing
discussion promotes contrasting perspectives and
conversational voices rather than reinforce traditional
narratives and prevailing discourses.*
A New Systematic Theology of Video Games
App Accomplished
A Sociotechnical Systems Paradigm
Citizen Development
Strategies for App Development Success
*Build Cloud-Based Business Applications from the
Ground Up*
Coding For Humans

Over the last two years, the Web development industry has
exploded, creating hundreds of new types of jobs. To help
developers stay on top of the industry, Dan and Judith
Wesley show how to find the best job, how to start a Web
development shop, what to charge for Web development
projects, and how to hire and train Web developers. The
CD-ROM includes hundreds of indispensable Web

development resources and tools.

This book constitutes the thoroughly refereed post-conference proceedings of the Second International Conference on Software Language Engineering, SLE 2OO9, held in Denver, CO, USA, in October 2OO9. The 15 revised full papers and 6 revised short paper presented together with 2 tool demonstration papers were carefully reviewed and selected from 75 initial submissions. The papers are organized in topical sections on language and model evolution, variability and product lines, parsing, compilation, and demo, modularity in languages, and metamodeling and demo.

Updated for JavaFX 1.3 The JavaFX platform makes it possible to write applications that can be deployed across devices ranging from cell phones to desktops, with little or no change required. JavaFX applications are written using JavaFX Script, a new and easy-to-use scripting language. Kim Topley's JavaFX™ Developer's Guide thoroughly covers the JavaFX language and its core libraries and shows you step by step how to develop and deliver JavaFX applications for the desktop and for mobile devices. It provides complete coverage of all aspects of the language, including Language syntax Tools you can use to develop, debug, and deploy JavaFX applications User interface classes Animation How to play audio and video How to use RESTful Web services and databases to retrieve the data for your application How to create custom components Transformations User interface basics, attributes, events,and controls JavaFX and networking JavaFX development with NetBeans and Eclipse Packaging and deployment Topley highlights critical topics that other

books gloss over, presents detailed examples that stretch JavaFX to its limits, and shows you exactly how to build on the skills you already have. Whether you've been focused on HTML/XML/CSS Web development or Java Swing, this book will help you get outstanding results with JavaFX.
The Web is a globalinformationspace consistingoflinked documents andlinked data. As the Web continues to grow and new technologies, modes of interaction, and applications are being developed, the task of the Semantic Web is to unlock the power of information available on the Web into a common semantic inf- mation space and to make it available for sharing and processing by automated tools as well as by people. Right now, the publication of large datasets on the Web, the opening of data access interfaces, and the encoding of the semantics of the data extend the current human-centric Web. Now, the Semantic Web c- munity is tackling the challenges of how to create and manage Semantic Web content, how to make Semantic Web applications robust and scalable, and how to organize and integrate information from di?erent sources for novel uses. To foster the exchange of ideas and collaboration, the International Semantic Web Conference brings together researchers and practitioners in relevant disciplines such as arti?cial intelligence, databases, social networks, distributed computing, Web engineering, information systems, natural language processing, soft c- puting, and human–computer interaction. This volume contains the main proceedings of ISWC 2008, which we are - cited to o?er to the growing community of researchers and practitioners of the Semantic Web. We got a tremendous

response to our call for research papers from a truly international community of researchers and practitioners from 41 countries submitting 261 papers. Each paper receivedan averageof 3.
Executive Decision Synthesis
Sustainable Development and Planning VIII
Significant Zero
Reading Contemporary Urban Fantasy
Second International Conference, SLE 2OO9, Denver, CO, USA, October 5-6, 2OO9 Revised Selected Papers
Video in Teacher Learning
Behind the Scenes with Carl Reiner, Norman Lear, and Other Geniuses of TV Comedy

Every financial decision we make impacts our lives. Introduction to Personal Finance: Beginning Your Financial Journey, 2e is designed to help students avoid early financial mistakes and provide the tools needed to secure a strong foundation for the future. Using engaging visuals and a modular approach, instructors can easily customize their course to topics that matter most to their students. This course empowers students to define their personal values and make smart financial decisions that help them achieve their goals.
Do you want an interactive journal that will help you to document and expand

your knowledge while stimulating your mind through positive affirmations? Then this book is for you! A wonderful App Creator Monthly Planner, App Creator Weekly Planner, App Creator To do list, workbook, tracker, diary log - this is one tool that will truly support you through your own daily individual journeys. You will really appreciate using this journal. The book has been well written and is presented in a logical manner, making it easy to fill and track your progress. It is written in simple English and is easy to understand. - Notes section to write down your most brilliant ideas - Weekly to-do lists to help you achieve your goals - Yearly, monthly and weekly spread views to help you plan your year ahead - Plenty of space to write down your daily activities and thoughts - Printed on high-quality paper The paper quality of the book is of a very high standard and is rightly selected for the enhancement of the overall appeal of the journal. The book has been published by 'Clifford Claytonty ' in the United States and consists of 100 pages size 8.5x11 in (including the

title and preface) and is available in both paperback and hardcover. Lay Flat construction means easy writing for lefties too. The forever last construction makes this journal reliable for years of travel or abuse in a backpack, a briefcase or even under your coffee mug. For App maker Planner, App developer planner, App builder Planner, App generator Planner Mobile app development Planner
This is a collection of interviews with writers, creators, and show runners of some of the greatest sitcoms of all time, including The Honeymooners, The Dick Van Dyke Show, Cheers, Seinfeld, Frasier, and The Simpsons. The writers discuss their experiences working on some of the most popular—not to mention funniest—shows ever.
17th International Conference, XP 2016, Edinburgh, UK, May 24-27, 2016, Proceedings
Oracle Siebel CRM 8 Developer's Handbook