

Play Framework Essentials

An impassioned look at games and game design that offers the most ambitious framework for understanding them to date. As pop culture, games are as important as film or television—but game design has yet to develop a theoretical framework or critical vocabulary. In *Rules of Play* Katie Salen and Eric Zimmerman present a much-needed primer for this emerging field. They offer a unified model for looking at all kinds of games, from board games and sports to computer and video games. As active participants in game culture, the authors have written *Rules of Play* as a catalyst for innovation, filled with new concepts, strategies, and methodologies for creating and understanding games. Building an aesthetics of interactive systems, Salen and Zimmerman define core concepts like "play," "design," and "interactivity." They look at games through a series of eighteen "game design schemas," or conceptual frameworks, including games as systems of emergence and information, as contexts for social play, as a storytelling medium, and as sites of cultural resistance. Written for game scholars, game developers, and interactive designers, *Rules of Play* is a textbook, reference book, and theoretical guide. It is the first comprehensive attempt to establish a solid theoretical framework for the emerging discipline of game design.

This book is intended for those developers who are keen to master the internal workings of Play Framework to effectively build and deploy web-related apps.

Describes the philosophy of the Daily 5 teaching structure and includes a collection of literacy tasks for students to complete daily.

"This book by Lisa Tauxe and others is a marvelous tool for education and research in Paleomagnetism. Many students in the U.S. and around the world will welcome this publication, which was previously only available via the Internet. Professor Tauxe has performed a service for teaching and research that is utterly unique."—Neil D. Opdyke, University of Florida

"Have you ever found yourself stretched too thin? Do you simultaneously feel overworked and underutilized? Are you often busy but not productive? Do you feel your time is constantly being hijacked by other people's agendas? If you answered yes to any of these questions, the way out is the way of the Essentialist. Essentialism isn't about getting more done in less time. It's about getting only the right things done. Only once we discern what is absolutely essential and eliminate everything else can we make our highest possible contribution toward things that truly matter. By forcing us to apply more selective criteria for where to spend our precious time and energy, the disciplined pursuit of less empowers us to reclaim control of our own choices, instead of giving others the implicit permission to choose for us. Essentialism is not one more thing to do. It's a whole new way of doing less, but better, in every area of our lives"--Back cover.

Scala:Applied Machine Learning

Play for Scala

Essentials of Services Marketing

A Data Visualization Guide for Business Professionals

An Evidence-Based Approach

Spring Integration Essentials

Practical Ideas to Promote Children's Wellbeing in the Early Years

Don't simply show your data—tell a story with it! Storytelling with Data teaches you the fundamentals of data visualization and how to communicate effectively with data. You'll discover the power of storytelling and the way to make data a pivotal point in your story. The lessons in this illuminative text are grounded in theory, but made accessible through numerous real-world examples—ready for immediate application to your next graph or presentation. Storytelling is not an inherent skill, especially when it comes to data visualization, and the tools at our disposal don't make it any easier. This book demonstrates how to go beyond conventional tools to reach the root of your data, and how to use your data to create an engaging, informative, compelling story. Specifically, you'll learn how to: Understand the importance of context and audience Determine the appropriate type of graph for your situation Recognize and eliminate the clutter clouding your information Direct your audience's attention to the most important parts of your data Think like a designer and utilize concepts of design in data visualization Leverage the power of storytelling to help your message resonate with your audience Together, the lessons in this book will help you turn your data into high impact visual stories that stick with your audience. Rid your world of ineffective graphs, one exploding 3D pie chart at a time. There is a story in your data—Storytelling with Data will give you the skills and power to tell it!

Leverage the power of Scala and master the art of building, improving, and validating scalable machine learning and AI applications using Scala's most advanced and finest features About This Book Build functional, type-safe routines to interact with relational and NoSQL databases with the help of the tutorials and examples provided Leverage your expertise in Scala programming to create and customize your own scalable machine learning algorithms Experiment with different techniques; evaluate their benefits and limitations using real-world financial applications Get to know the best practices to incorporate new Big Data machine learning in your data-driven enterprise and gain future scalability and maintainability Who This Book Is For This Learning Path is for engineers and scientists who are familiar with Scala and want to learn how to create, validate, and apply machine learning algorithms. It will also benefit software developers with a background in Scala programming

who want to apply machine learning. What You Will Learn Create Scala web applications that couple with JavaScript libraries such as D3 to create compelling interactive visualizations Deploy scalable parallel applications using Apache Spark, loading data from HDFS or Hive Solve big data problems with Scala parallel collections, Akka actors, and Apache Spark clusters Apply key learning strategies to perform technical analysis of financial markets Understand the principles of supervised and unsupervised learning in machine learning Work with unstructured data and serialize it using Kryo, Protobuf, Avro, and AvroParquet Construct reliable and robust data pipelines and manage data in a data-driven enterprise Implement scalable model monitoring and alerts with Scala In Detail This Learning Path aims to put the entire world of machine learning with Scala in front of you. Scala for Data Science, the first module in this course, is a tutorial guide that provides tutorials on some of the most common Scala libraries for data science, allowing you to quickly get up to speed building data science and data engineering solutions. The second course, Scala for Machine Learning guides you through the process of building AI applications with diagrams, formal mathematical notation, source code snippets, and useful tips. A review of the Akka framework and Apache Spark clusters concludes the tutorial. The next module, Mastering Scala Machine Learning, is the final step in this course. It will take your knowledge to next level and help you use the knowledge to build advanced applications such as social media mining, intelligent news portals, and more. After a quick refresher on functional programming concepts using REPL, you will see some practical examples of setting up the development environment and tinkering with data. We will then explore working with Spark and MLlib using k-means and decision trees. By the end of this course, you will be a master at Scala machine learning and have enough expertise to be able to build complex machine learning projects using Scala. This Learning Path combines some of the best that Packt has to offer in one complete, curated package. It includes content from the following Packt products: Scala for Data Science, Pascal Bugnion Scala for Machine Learning, Patrick Nicolas Mastering Scala Machine Learning, Alex Kozlov Style and approach A tutorial with complete examples, this course will give you the tools to start building useful data engineering and data science solutions straightaway. This course provides practical examples from the field on how to correctly tackle data analysis problems, particularly for modern Big Data datasets.

This book discusses digitalization trends and their concrete applications in business and societal contexts. It summarizes new findings from research, teaching and management activities comprising digital transformation, e-business, the representation of knowledge, human–computer interaction and business optimization. The trends discussed include artificial intelligence, virtual reality, robotics, blockchain, and many more. Professors and researchers who conduct research and teach at the interface between academia and business present the latest advances in their field. The book adopts the philosophy of applied sciences and combines both rigorous research and practical applications. As such, it addresses the needs of both professors and researchers, who are constantly seeking inspiration, and of managers seeking to tap the potential of the latest trends to take their business to the next level. Readers will find answers to pressing questions that arise in their daily work.

PROC SQL: Beyond the Basics Using SAS®, Third Edition, is a step-by-step, example-driven guide that helps readers master the language of PROC SQL. Packed with analysis and examples illustrating an assortment of PROC SQL options, statements, and clauses, this book not only covers all the basics, but it also offers extensive guidance on complex topics such as set operators and correlated subqueries. Programmers at all levels will appreciate Kirk Lafler's easy-to-follow examples, clear explanations, and handy tips to extend their knowledge of PROC SQL. This third edition explores new and powerful features in SAS® 9.4, including topics such as: IFC and IFN functions nearest neighbor processing the HAVING clause indexes It also features two completely new chapters on fuzzy matching and data-driven programming. Delving into the workings of PROC SQL with greater analysis and discussion, PROC SQL: Beyond the Basics Using SAS®, Third Edition, explores this powerful database language using discussion and numerous real-world examples.

Describes play workshop experiences that give educators a deeper understanding of play-based learning and illustrate the power of play.

How to Architect Your Business for Sustained Success

Business Information Systems and Technology 4.0

Improve Faster, Play Smarter, and Win More Matches

A comprehensive guide covering functional and reactive programming with Scala 2.13, Akka, and Lagom

Challenging the Conventions of Grading and Reporting

Essentials of Paleomagnetism

Less Web Development Essentials - Second Edition

This book is in Packt's Cookbook series. A Packt Cookbook contains recipes for solutions to the most important problems you face when working with a topic. Inside the Cookbook you will find: A straightforward and easy to follow format, A selection of the most important tasks and problems, Carefully organized instructions for solving the problem efficiently, Clear explanations of what you did, Details for applying the solution to other situations. This is the ideal book for people who have already written a first application with the Play Framework or have just finished reading through the documentation. In other words - anyone who is ready to get to grips with Play! Having a basic knowledge of Java is good, as well as well as some web developer skills – HTML and JavaScript The emerging reactive model is ideal for high-performance web applications that need to manage the unpredictably-bursty behavior of the web, along with the potential instability of running on networks not fully controlled. By using application components that communicate asynchronously as they react to user and system events, reactive applications are more scalable, responsive, and fault-tolerant than standard monolithic applications. For web developers working in Java or Scala, the Play

framework makes it easy to implement reactive applications without taking on the overhead of building everything from scratch. Reactive Web Applications teaches web developers how to benefit from the reactive application architecture and presents hands-on examples using the Play framework. It introduces Play as a framework to handle the plumbing of applications. The book alternates between chapters that introduce reactive ideas like asynchronous programming, managing distributed state, and fault tolerance and examples that show how to build such applications using Play. Readers new to Play will be able to learn from the ground up. Those already using Play will get a deeper look at how to implement reactive web applications effectively. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

'Solid and elegantly written introduction to its subject, up to speed with the current movements in the field, this is an excellent textbook for first-year students. The layout is well-conceived, and interspersed with Berger's own whimsical cartoons' - Sight and Sound

A step-by-step guide in building high-performance scalable applications with the latest features of Scala. Key Features Develop a strong foundation in functional programming and Scala's Standard Library (STL) Get a detailed coverage of Lightbend Lagom—the latest microservices framework from Lightbend Understand the Akka framework and learn event-based Programming with Scala Book Description The second version of Scala has undergone multiple changes to support features and library implementations. Scala 2.13, with its main focus on modularizing the standard library and simplifying collections, brings with it a host of updates. Learn Scala Programming addresses both technical and architectural changes to the redesigned standard library and collections, along with covering in-depth type systems and first-level support for functions. You will discover how to leverage implicits as a primary mechanism for building type classes and look at different ways to test Scala code. You will also learn about abstract building blocks used in functional programming, giving you sufficient understanding to pick and use any existing functional programming library out there. In the concluding chapters, you will explore reactive programming by covering the Akka framework and reactive streams. By the end of this book, you will have built microservices and learned to implement them with the Scala and Lagom framework. What you will learn Acquaint yourself with the new standard library of Scala 2.13 Get to grips with the Grok functional paradigms Get familiar with type system to express domain constraints Understand the actor model and different Akka libraries Grasp the concept of building microservices using Lagom framework Deep dive into property-based testing and its practical applications Who this book is for This book is for beginner to intermediate level Scala developers who would like to advance and gain knowledge of the intricacies of the Scala language, expand their functional programming tools, and explore actor-based concurrency models.

This concise guide for experienced programmers and software architects is a complete no-nonsense overview of key elements and programming languages central to all .NET application development.

PROC SQL

Scala Programming Projects

Providing High-quality Family Child Care

From Play to Practice

Essentials of Mass Communication Theory

Mastering Play Framework for Scala

Game Design Fundamentals

Summary Play for Java shows you how to build Java-based web applications using the Play 2 framework. The book starts by introducing Play through a comprehensive overview example. Then, you'll look at each facet of a typical Play application, both by exploring simple code snippets and by adding to a larger running example. Along the way, you'll contrast Play and JEE patterns and learn how a stateless web application can fit seamlessly in an enterprise environment. About the Book For a Java developer, the Play web application framework is a breath of fresh air. With Play you get the power of Scala's strong type system and functional programming model, and a rock-solid Java API that makes it a snap to create stateless, event-driven, browser-based applications ready to deploy against your existing infrastructure. Play for Java teaches you to build Java-based web applications using Play 2. This book starts with an overview example and then explores each facet of a typical application by discussing simple snippets as they are added to a larger example. Along the way, you'll contrast Play and JEE patterns and learn how a stateless web application can fit seamlessly in an enterprise Java environment. You'll also learn how to develop asynchronous and reactive web applications. The book requires a background in Java. No knowledge of Play or of Scala is assumed. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. What's Inside Build Play 2 applications using Java Leverage your JEE skills Work in an asynchronous way Secure and test your Play application About the Authors Nicolas Leroux is a core developer of the Play framework. Sietse de Kaper develops and deploys Java-based Play applications. Table of Contents PART 1 INTRODUCTION AND FIRST STEPS An introduction to Play The parts of an application A basic CRUD application PART 2 CORE FUNCTIONALITY An enterprise app, Play-style Controllers—handling HTTP requests Handling user input Models and persistence Producing output with view templates PART 3 ADVANCED TOPICS Asynchronous data Security Modules and deployment Testing your application

Practical advice for redesigning “big, old” companies for digital success, with examples from Amazon, BNY Mellon, LEGO, Philips, USAA, and many other global organizations. Most established companies have deployed such digital technologies as the cloud, mobile apps, the internet of things, and artificial intelligence. But few established companies are designed for digital. This book offers an essential guide for retooling organizations for digital success. In the digital economy, rapid pace of change in technology capabilities and customer desires means that business strategy must be fluid. As a result, the authors explain, business design has become a critical management responsibility. Effective business design enables a company to quickly pivot in response to new competitive threats and opportunities. Most leaders today, however, rely on organizational structure to implement strategy, unaware that structure inhibits, rather than enables, agility. In companies that are designed for digital, people, processes, data, and technology are synchronized to identify and deliver innovative customer solutions—and redefine strategy. Digital design, not strategy, is what separates winners from losers in the digital economy. Designed for Digital offers practical advice on digital transformation, with examples that include Amazon, BNY Mellon, DBS Bank, LEGO, Philips, Schneider Electric, USAA, and many other global organizations. Drawing on five years of research and in-depth case studies, the book is an

essential guide for companies that want to disrupt rather than be disrupted in the new digital landscape. Five Building Blocks of Digital Business Success Shared Customer Insights Operational Backbone Digital Platform Accountability Framework External Developer Platform

Summary Play for Scala shows you how to build Scala-based web applications using the Play 2 framework. This book starts by introducing Play through a comprehensive overview example. Then, you'll look at each facet of a typical Play application both by exploring simple code snippets and by adding to a larger running example. Along the way, you'll deepen your knowledge of Scala as a programming language and work with tools like Akka. About this Book Play is a Scala web framework with built-in advantages: Scala's strong type system helps deliver bug-free code, and the Akka framework helps achieve hassle-free concurrency and peak performance. Play builds on the web's stateless nature for excellent scalability, and because it is event-based and nonblocking, you'll find it to be great for near real-time applications. Play for Scala teaches you to build Scala-based web applications using Play 2. It gets you going with a comprehensive overview example. It then explores each facet of a typical Play application by walking through sample code snippets and adding features to a running example. Along the way, you'll deepen your knowledge of Scala and learn to work with tools like Akka. Written for readers familiar with Scala and web-based application architectures. No knowledge of Play is assumed. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. What's Inside Intro to Play 2 Play's MVC structure Mastering Scala templates and forms Persisting data and using web services Using Play's advanced features About the Authors Peter Hiltonv, Erik Bakker, and Francisco Canedo, are engineers at Lunatech, a consultancy with Scala and Play expertise. They are contributors to the Play framework. Table of Contents PART 1: GETTING STARTED Introduction to Play Your first Play application PART 2: CORE FUNCTIONALITY Deconstructing Play application architecture Defining the application's HTTP interface Storing data—the persistence layer Building a user interface with view templates Validating and processing input with the forms API PART 3: ADVANCED CONCEPTS Building a single-page JavaScript application with JSON Play and more Web services, iteratees, and WebSockets

Concise, practical, and based on the best available research, *Essentials of Organizational Behavior: An Evidence-Based Approach, Second Edition* equips students with the necessary skills to become effective leaders and managers. Author Terri A. Scandura uses an evidence-based approach to introduce students to new models proven to enhance the well-being, motivation, and productivity of people in the work place. Experiential exercises, self-assessments, and a variety of real-world cases and examples provide students with ample opportunity to apply OB concepts and hone their critical thinking abilities. New to this Edition A new Emotions and Moods chapter delves into important topics like emotional intelligence, emotional contagion, and affective neuroscience. A new Power and Politics chapter unpacks the most effective influence strategies and helps students develop their political skills. A streamlined table of contents now combines perception and decision making in a single chapter and change and stress in a single chapter. New case studies, including some from SAGE Business Cases for the Interactive eBook, on topics such as virtual teams, equal pay and the gender wage gap, and the use of apps at work introduce timely and relevant discussions to help foster student engagement. The new edition has been rigorously updated with the latest research throughout and includes expanded coverage of Machiavellian leadership, ethical decision making, and organizational design through change. New Best Practices and Research in Action boxes as well as new Toolkit Activities and Self-Assessments have been added to make the text even more hands-on and practical.

Play Framework EssentialsPackt Publishing Ltd

Connecting Teachers' Play to Children's Learning

The Disciplined Pursuit of Less

Twisted Network Programming Essentials

Storytelling with Data

Learning Java

Play Framework Essentials

Build real world projects using popular Scala frameworks like Play, Akka, and Spark

Build dynamic, data-driven websites and modern web applications with Flask About This Book Discover the most popular Flask resources on the web with ease Familiarize yourself with third-party libraries commonly used with Flask Create a fast, interactive, and secure web app with this hands-on guide Who This Book Is For This book is for anyone who wants to develop their knowledge of Python into something that can be used on the web. Flask follows the Python design principles and can be easily understood by anyone who knows Python, and even by those who do not. What You Will Learn Create your web pages to add modularity and flexibility to your web app using templates Store and retrieve relational data using SQLAlchemy Develop schema migrations with Alembic Produce an admin section using flask-admin Build RESTful APIs using Flask-Restless Simulate requests and sessions using the Flask test client Make Ajax requests from Jinja2 templates In Detail Flask is a small and powerful web development framework for Python. It does not presume or force a developer to use a particular tool or library. Flask supports extensions that can add application features as if they were implemented in Flask itself. Flask's main task is to build web applications quickly and with less code. With its lightweight and efficient web development framework, Flask combines rapid development and clean, simple design. This book will take you through the basics of learning how to apply your knowledge of Python to the web. Starting with the creation of a “ Hello world ” Flask app, you will be introduced to the most common Flask APIs and Flask's interactive debugger. You will learn how to store and retrieve blog posts from a relational database using an ORM and also to map URLs to views. Furthermore, you will walk through template blocks, inheritance, file uploads, and static assets. You will learn to authenticate users, build log in/log out functionality, and add an administrative dashboard for the blog. Moving on, you will discover how to make Ajax requests from the template and see how the Mock library can simplify testing complex interactions. Finally, you will learn to deploy Flask applications securely and in an automated, repeatable manner, and explore some of the most

popular Flask resources on the web. Style and approach A comprehensive guide packed with real-world examples and popular use cases; starting with basic overviews and diving into the practical aspects of Flask Framework.

Written for developers who want build applications using Twisted, this book presents a task-oriented look at this open source, Python- based technology.

Demonstrates fingering and breathing technique, includes practice tunes, and offers tips on improving one's performance.

Based on Michael Quinn Patton's best-selling Utilization-Focused Evaluation, this briefer book provides an overall framework and essential checklist steps for designing and conducting evaluations that actually get used. The new material and innovative graphics present the utilization-focused evaluation process as a complex adaptive system, incorporating current understandings about systems thinking and complexity concepts. The book integrates theory and practice, is based on both research and professional experience, and offers new case examples and cartoons with Patton's signature humor.

Make it easy for students to understand: Clear, Simple Language and Visual Learning Aids The authors use simple English and short sentences to help students grasp concepts more easily and quickly. The text consists of full-colored learning cues, graphics, and diagrams to capture student attention and help them visualize concepts. Know Your ESM presents quick review questions designed to help students consolidate their understanding of key chapter concepts.

Make it easy for students to relate: Cases and Examples written with a Global Outlook The first edition global outlook is retained by having an even spread of familiar cases and examples from the world ' s major regions: 40% from American, 30% from Asia and 30% from Europe. Help students see how various concepts fit into the big picture:

Revised Framework An improved framework characterized by stronger chapter integration as well as tighter presentation and structure. Help instructors to prepare for lessons: Enhanced Instructor Supplements Instructor ' s Manual: Contain additional individual and group class activities. It also contains chapter-by-chapter teaching suggestions. Powerpoint Slides: Slides will feature example-based teaching using many examples and step-by-step application cases to teach and illustrate chapter concepts. Test Bank: Updated Test Bank that is Test Gen compatible. Video Bank: Corporate videos and advertisements help link concept to application. Videos will also come with teaching notes and/or a list of questions for students to answer. Case Bank: Cases can be in PDF format available for download as an Instructor Resource.

Play Framework Complete Self-Assessment Guide

Beyond the Basics Using SAS, Third Edition

Designed for Digital

The Future of the Public's Health in the 21st Century

Supporting Young Children with Disabilities in the Classroom

Rules of Play

Essentials of Utilization-Focused Evaluation

Introduction to the core concepts of teaching and supporting children with disabilities alongside their peers will help teachers ensure that all children meet their potential.

This book is intended for developers who are either already involved with enterprise integration or planning to venture into the domain. Basic knowledge of Java and Spring is expected. For newer users, this book can be used to understand an integration scenario, what the challenges are, and how Spring Integration can be used to solve it. Prior experience of Spring Integration is not expected as this book will walk you through all the code examples.

Scala will be a valuable tool to have on hand during your data science journey for everything from data cleaning to cutting-edge machine learning About This Book Build data science and data engineering solutions with ease An in-depth look at each stage of the data analysis process — from reading and collecting data to distributed analytics Explore a broad variety of data processing, machine learning, and genetic algorithms through diagrams, mathematical formulations, and source code Who This Book Is For This learning path is perfect for those who are comfortable with Scala programming and now want to enter the field of data science. Some knowledge of statistics is expected. What You Will Learn Transfer and filter tabular data to extract features for machine learning Read, clean, transform, and write data to both SQL and NoSQL databases Create Scala web applications that couple with JavaScript libraries such as D3 to create compelling interactive visualizations Load data from HDFS and HIVE with ease Run streaming and graph analytics in Spark for exploratory analysis Bundle and scale up Spark jobs by deploying them into a variety of cluster managers Build dynamic workflows for scientific computing Leverage open source libraries to extract patterns from time series Master probabilistic models for sequential data In Detail Scala is especially good for analyzing large sets of data as the scale of the task doesn't have any significant impact on performance. Scala's powerful functional libraries can interact with databases and build scalable frameworks — resulting in the creation of robust data pipelines. The first module introduces you to Scala libraries to ingest, store, manipulate, process, and visualize data. Using real world examples, you will learn how to design scalable architecture to process and model data — starting from simple concurrency constructs and progressing to actor systems and Apache Spark. After this, you will also learn how to build interactive visualizations with web frameworks. Once you have become familiar with all the tasks involved in data science, you will explore data analytics with Scala in the second module. You'll see how Scala can be used to make sense of data through easy to follow recipes. You will learn about Bokeh bindings for exploratory data analysis and quintessential machine learning with algorithms with Spark ML library. You'll get a sufficient understanding of Spark streaming, machine learning for streaming data, and Spark graphX. Armed with a firm understanding of data analysis, you will be ready to explore the most cutting-edge aspect of data science — machine learning. The final module teaches you the A to Z of machine learning with Scala. You'll explore Scala for dependency injections and implicits, which are used to write machine learning algorithms. You'll also explore machine learning topics such as clustering, dimensionality reduction, Naive Bayes, Regression models, SVMs, neural networks, and more. This learning path combines some of the best that Packt has to offer into one complete, curated package. It includes content from the following Packt products: Scala for Data Science, Pascal Bugnion Scala Data

Analysis Cookbook, Arun Manivannan Scala for Machine Learning, Patrick R. Nicolas Style and approach A complete package with all the information necessary to start building useful data engineering and data science solutions straight away. It contains a diverse set of recipes that cover the full spectrum of interesting data analysis tasks and will help you revolutionize your data analysis skills using Scala.

Microsoft Azure Essentials from Microsoft Press is a series of free ebooks designed to help you advance your technical skills with Microsoft Azure. This third ebook in the series introduces Microsoft Azure Machine Learning, a service that a developer can use to build predictive analytics models (using training datasets from a variety of data sources) and then easily deploy those models for consumption as cloud web services. The ebook presents an overview of modern data science theory and principles, the associated workflow, and then covers some of the more common machine learning algorithms in use today. It builds a variety of predictive analytics models using real world data, evaluates several different machine learning algorithms and modeling strategies, and then deploys the finished models as machine learning web services on Azure within a matter of minutes. The ebook also expands on a working Azure Machine Learning predictive model example to explore the types of client and server applications you can create to consume Azure Machine Learning web services. Watch Microsoft Press's blog and Twitter (@MicrosoftPress) to learn about other free ebooks in the Microsoft Azure Essentials series.

A tutorial introducing Java basics covers programming principles, integrating applets with Web applications, and using threads, arrays, and sockets.

Play Framework Cookbook

Fostering Literacy Independence in the Elementary Grades

New Trends in the Age of Digital Change

Essential Scrum

Essentials of Organizational Behavior

A Practical Guide to the Most Popular Agile Process

Discover unique features and powerful capabilities of Scala Programming as you build projects in a wide range of domains Key FeaturesDevelop a range of Scala projects from web applications to big data analysisLeverage full power of modern web programming using Play FrameworkBuild real-time data pipelines in Scala with aBitcoin transaction analysis appBook Description Scala is a type-safe JVM language that incorporates object-oriented and functional programming (OOP and FP) aspects. This book gets you started with essentials of software development by guiding you through various aspects of Scala programming, helping you bridge the gap between learning and implementing. You will learn about the unique features of Scala through diverse applications and experience simple yet powerful approaches for software development. Scala Programming Projects will help you build a number of applications, beginning with simple projects, such as a financial independence calculator, and advancing to other projects, such as a shopping application and a Bitcoin transaction analyzer. You will be able to use various Scala features, such as its OOP and FP capabilities, and learn how to write concise, reactive, and concurrent applications in a type-safe manner. You will also learn how to use top-notch libraries such as Akka and Play and integrate Scala apps with Kafka, Spark, and Zeppelin, along with deploying applications on a cloud platform. By the end of the book, you will not only know the ins and outs of Scala, but you will also be able to apply it to solve a variety of real-world problems What you will learnBuild, test, and package code using Scala Build ToolDecompose code into functions, classes, and packages for maintainabilityImplement the functional programming capabilities of ScalaDevelop a simple CRUD REST API using the Play frameworkAccess a relational database using SlickDevelop a dynamic web UI using Scala.jsSource streaming data using Spark Streaming and write a Kafka producerUse Spark and Zeppelin to analyze dataWho this book is for If you are an amateur programmer who wishes to learn how to use Scala, this book is for you. Knowledge of Java will be beneficial, but not necessary, to understand the concepts covered in this book.

The basic information family child care providers need to run a successful program in a warm, welcoming setting for children and their families

Does Play Framework systematically track and analyze outcomes for accountability and quality improvement? Who is responsible for ensuring appropriate resources (time, people and money) are allocated to Play Framework? What are the long-term Play Framework goals? Is there a critical path to deliver Play Framework results? What are the rough order estimates on cost savings/opportunities that Play Framework brings? This best-selling Play Framework self-assessment will make you the reliable Play Framework domain assessor by revealing just what you need to know to be fluent and ready for any Play Framework challenge. How do I reduce the effort in the Play Framework work to be done to get problems solved? How can I ensure that plans of action include every Play Framework task and that every Play Framework outcome is in place? How will I save time investigating strategic and tactical options and ensuring Play Framework costs are low? How can I deliver tailored Play Framework advice instantly with structured going-forward plans? There's no better guide through these mind-expanding questions than acclaimed best-selling author Gerard Blokdyk. Blokdyk ensures all Play Framework essentials are covered, from every angle: the Play Framework self-assessment shows succinctly and clearly that what needs to be clarified to organize the required activities and processes so that Play Framework outcomes are achieved. Contains extensive criteria grounded in past and current successful projects and activities by experienced Play Framework practitioners. Their mastery, combined with the easy elegance of the self-assessment, provides its superior value to you in knowing how to ensure the outcome of any efforts in Play Framework are maximized with professional results. Your purchase includes access details to the Play Framework self-assessment dashboard download which gives you your dynamically prioritized projects-ready tool and shows you exactly what to do next. Your exclusive instant access details can be found in your book. You will receive the following contents with New and Updated specific criteria: - The latest quick edition of the book in PDF - The latest complete edition of the book in PDF, which criteria correspond to the criteria in... - The Self-Assessment Excel Dashboard, and... - Example pre-filled Self-

Assessment Excel Dashboard to get familiar with results generation ...plus an extra, special, resource that helps you with project managing. INCLUDES LIFETIME SELF ASSESSMENT UPDATES Every self assessment comes with Lifetime Updates and Lifetime Free Updated Books. Lifetime Updates is an industry-first feature which allows you to receive verified self assessment updates, ensuring you always have the most accurate information at your fingertips.

The anthrax incidents following the 9/11 terrorist attacks put the spotlight on the nation's public health agencies, placing it under an unprecedented scrutiny that added new dimensions to the complex issues considered in this report. The Future of the Public's Health in the 21st Century reaffirms the vision of Healthy People 2010, and outlines a systems approach to assuring the nation's health in practice, research, and policy. This approach focuses on joining the unique resources and perspectives of diverse sectors and entities and challenges these groups to work in a concerted, strategic way to promote and protect the public's health. Focusing on diverse partnerships as the framework for public health, the book discusses: The need for a shift from an individual to a population-based approach in practice, research, policy, and community engagement. The status of the governmental public health infrastructure and what needs to be improved, including its interface with the health care delivery system. The roles nongovernment actors, such as academia, business, local communities and the media can play in creating a healthy nation. Providing an accessible analysis, this book will be important to public health policy-makers and practitioners, business and community leaders, health advocates, educators and journalists.

This essential resource is designed to help busy early years practitioners to support the mental health of young children through outdoor play. Promoting social and emotional wellbeing in childhood has never been more important, and outdoor play is a crucial tool to build resilience, develop healthy relationships, and boost self-esteem. Using relatable case studies that demonstrate achievable change, the book is full of practical advice and strategies for exploring nature in both natural and man-made landscapes, and includes guidance on how to co-create inviting play spheres with children. Each chapter provides: Adaptable and cost-effective activities designed to help children feel more confident and connected to the world around them. Case studies and reflective opportunities to prompt practitioners to consider and develop their own practice. An accessible and engaging format with links to theorists, risk assessment, and individual schemas. Outdoor play allows young children to explore who they are and what they can do. It supports them as they learn to think critically, take risks, and form a true sense of belonging with their peers and with the wider community. This is an indispensable resource for practising and trainee early years practitioners, Reception teachers, and childminders as they facilitate outdoor play in their early years setting.

.NET Framework Essentials

The Daily 5

Essential Tennis

Supporting Learning through Material Engagements

Microsoft Azure Essentials Azure Machine Learning

The Essentials

Essentialism

The essential book from online tennis coaching sensation Ian Westermann, founder of EssentialTennis.com What ' s the number one thing stopping you from playing your best tennis? Ian Westermann, founder of the world ' s #1 online tennis instruction portal, Essentialtennis.com, will confidently say it ' s an obstacle you probably never thought of: The ball. You might think this sounds ridiculous. The whole point of tennis is to hit the ball over the net and in, so how can the ball be the thing that ' s standing in the way? In fact, this is why the ball is such an impediment: your desire to hit a good shot, with the right mix of power and spin, to a specific spot on the court, prevents you from striking the ball the way you should. In Essential Tennis, readers – players and coaches, alike – will learn how improving at tennis actually happens and how to easily implement these lessons and integrate them into better play on the court. Players will hit stronger shots, make fewer errors, and beat players who are currently beating them. Coaches will look differently at what it means to provide a student with a holistic learning experience. Essential Tennis contains technique-based instruction for executing groundstrokes, volleys, and serves, as well as progressions, drills, and mindsets players should incorporate. Westermann illuminates strokes, movement, strategy, and mental toughness – all proven to be successful over 20 years with clients of all ages and skill levels.

If you use CSS for web development tasks and want to learn how to create maintainable and reusable code, this is the book for you. Basic knowledge of web development would be helpful.

This is a comprehensive guide to Scrum for all (team members, managers, and executives). If you want to use Scrum to develop innovative products and services that delight your customers, this is the complete, single-source reference you've been searching for. This book provides a common understanding of Scrum, a shared vocabulary that can be used in applying it, and practical knowledge for deriving maximum value from it.

Combining a rich theoretical foundation with practical tips, advice and case studies, Messy Play in the Early Years provides an informative and practical exploration of the unique qualities, characteristics and learning possibilities of messy play. Packed with valuable insights from research and theory, along with practitioner ' s experiences, this accessible book will bolster readers ' understanding and appreciation of messy play and demonstrate how a range of material engagements can enhance young children ' s development and learning. Exploring an array of resources and a broad spectrum of approaches, including adult-and child-led inquiry, chapters consider how the specific sensory qualities of materials encourage problem-solving, scientific thinking, creativity, self-regulation and self-expression as children discover and make sense of new phenomena. With examples of international practice and reflective questions throughout, the book highlights a variety of approaches to meeting differing time, space and budgetary needs, simplifies preparation and planning, and empowers practitioners and children to understand and use messy play effectively. An essential guidebook to supporting an engaging and rewarding journey into messy play, Messy Play in the Early Years will be an invaluable resource for early years students, practitioners and parents looking to

understand and enhance children ' s learning possibilities.

Create and sustain a learning environment where students thrive and stakeholders are accurately informed of student progress. Clarify the purpose of grades, craft a vision statement aligned with this purpose, and discover research-based strategies to implement effective grading and reporting practices. Identify policies and practices that render grading inaccurate, and understand the role grades play in students ' future success and opportunities.

Scala: Guide for Data Science Professionals

On Your Mark

Play for Java

Outdoor Play for Healthy Little Minds

Everything You Need to Know to Play the Flute

How to Play the Flute

Learn Scala Programming

This book targets Java and Scala developers who already have some experience in web development and who want to master Play framework quickly and efficiently. This book assumes you have a good level of knowledge and understanding of efficient Java and Scala code.

With Scala, Play, Akka, and Reactive Streams

Messy Play in the Early Years

Covers Play 2

Reactive Web Applications

Learning Flask Framework