

Swift 4 Das Umfassende Handbuch Kofler Info

Use Visual Studio Code to write and debug code quickly and efficiently on any platform, for any device, using any programming language, and on the operating system of your choice. Visual Studio Code is an open source and cross-platform development tool that focuses on code editing across a variety of development scenarios, including web, mobile, and cloud development. Visual Studio Code Distilled teaches you how to be immediately productive with Visual Studio Code, from the basics to some of the more complex topics. You will learn how to work on individual code files, complete projects, and come away with an understanding of advanced code-editing features that will help you focus on productivity, and source code collaboration with Git. What You'll Learn Comprehend Visual Studio Code in a way that is not just theory or a list of features, but an approach driven by developer tasks and needs Understand integrated support for team collaboration with Git for executing and debugging code, and the many ways you can extend and customize VS Code Debug code on multiple platforms though real-world guidance, such as working under corporate networks Expand your coding intelligence from web to mobile to the cloud, and even artificial intelligence Acquire valuable tips, tricks, and suggestions from hard-earned, real-world experience to be more productive Who This Book Is For All developers (including JavaScript, Java, NodeJS), not just those with a Microsoft background, who will benefit from learning and using VS code as a cross-platform and cross-language tool. Die europäische Finanzkrise hat traditionelle Annahmen des europäischen Verfassungsrechts in Frage gestellt und zur Umgestaltung der Wirtschaftsarchitektur der Union geführt. Neugeschaffene Mechanismen ermöglichen die finanzielle Unterstützung von Euro-Ländern, jedoch nur unter umfangreichen Auflagen. Diese sehen Lohnzurückhaltungen, Dezentralisierung von Tarifverhandlungen, Kürzungen von Renten und Reformen im Gesundheitsversorgungssystem vor. Wie ist dieser Abbau sozialrechtlicher Garantien aus unionsrechtlicher Perspektive zu bewerten und wem ist eine eventuelle Grundrechtsverletzung zuzurechnen - der EU oder ihren Mitgliedsstaaten? Konnten die Gerichte eine legitimierende Rolle zum Schutz sozialer Grundrechte in Zeiten der Krise wahrnehmen? Anastasia Poulou beleuchtet diese Fragen, indem sie die sozialen Grundrechte sowie eine Konzeption zum gerichtlichen Schutz sozialer Grundrechte als Gegengewichte zu den Legitimationsdefiziten der Eurokrise darstellt.

In 2002 the 100th anniversary of the publication on "Culturversuche mit isolierten Pflanzenzellen" by Gottlieb Haberlandt was celebrated. Haberlandt's vision of the totipotency of plant cells represents the actual beginning of tissue culture. This book pays homage to a great Austrian scientist and the further development of his ideas. The first part of the book contains a facsimile of the original paper which is a true artistic masterpiece and its first translation into English from 1969. The second and third parts describe Haberlandt's life and work and early historical aspects of the development of plant tissue culture. The fourth part of the book contains an overview of important topics of plant tissue culture with the most promising areas of application to date and an outlook into the future. Areas range from micropropagation, production of pharmaceutically interesting compounds, plant breeding, genetic engineering of crop plants, including trees, and cryopreservation of valuable germplasm.

SwiftUI Cookbook

Aural and Visual Scribal Techniques in the Per-Wer Sanctuary

Python Testing with pytest

Visual Studio Code Distilled

Das umfassende Praxisbuch. Syntax, Grundlagen, Programmieretechniken, App-Entwicklung. Objekt- und protokollorientierte Anwendungsentwicklung. Mit vielen Beispiel-Apps für iOS, macOS und tvOS

Das umfassende, aktuelle Handbuch für Entscheidungsträger und Projektverantwortliche

Chipkarten-Systeme erfolgreich realisieren

** Explains functions, usage, and customizing in detail * Highlights solutions for real-world problems and addresses the most common problem areas * Includes new content on exposure management, hedge accounting, correspondence, and much more * 2nd Edition Updated and Expanded for SAP ERP 6.0 EHP6 Get the answers to your SAP Treasury and Risk Management questions in this updated comprehensive reference. This book explores the intricate solution from end to end, and includes helpful examples of how to work with business requirements and customize your system. Master the most common problem areas, and get familiar with SAP's additions and improvements up to EHP6. Master the Basics Understand how to work with and ensure the quality of your master and market data, and get to know transaction management processes in detail. Position Management and FI Integration Get familiar with position management in the Transaction Manager, external position management, and integration with the SAP General Ledger and other SAP components. Exposure and Hedge Management Learn how to manage your hedge risks from operations, treasury external risks, or treasury positions.Portfolio Controlling Find out what tools are available to monitor the risks of your portfolio and how to use them: Market Risk Analyzer, Value at Risk, or the results database...and Much More In this second edition, you'll find all topics updated, including correspondence and exposure management, reporting, and enhancements.*

Debian GNU/Linux, a very popular non-commercial Linux distribution, is known for its reliability and richness. Built and maintained by an impressive network of thousands of developers throughout the world, the Debian project is cemented by its social contract. This foundation text defines the project's objective: fulfilling the needs of users with a 100% free operating system. The success of Debian and of its ecosystem of derivative distributions (with Ubuntu at the forefront) means that an increasing number of administrators are exposed to Debian's technologies. This Debian Administrator's Handbook, which has been entirely updated for Debian 8 "Jessie", builds on the success of its 6 previous editions. Accessible to all, this book teaches the essentials to anyone who wants to become an effective and independent Debian GNU/Linux administrator. It covers all the topics that a competent Linux administrator should master, from installation to updating the system, creating packages and compiling the kernel, but also monitoring, backup and migration, without forgetting advanced topics such as setting up SELinux or AppArmor to secure services, automated installations, or virtualization with Xen, KVM or LXC. This book is not only designed for professional system administrators. Anyone who uses Debian or Ubuntu on their own computer is de facto an administrator and will find tremendous value in knowing more about how their system works. Being able to understand and resolve problems will save you invaluable time. Learn more about the book on its official website: debian-handbook.info

Literaturwissenschaft und Bibliotheken haben ein besonderes Verhältnis zueinander, ist doch die Literaturwissenschaft hauptsächlich in der Bibliothek an der Arbeit. Zugleich war das Nachdenken über Bibliotheken immer wieder von literaturwissenschaftlichen Entwürfen bestimmt. Doch wie sieht das Verhältnis heute aus? Der Sammelband sucht Antworten in Bereichen wie Literatur- und Bibliothekstheorie, Mediologie, literaturwissenschaftlicher Bibliotheksforschung, bibliothekarischer Literaturvermittlung und -versorgung oder der Forschung zu Bibliothekssujets und -metaphern. Mit der Thematisierung von Wissensordnung, Forschungsinfrastrukturen und philologischen Lehrbüchern gerät auch die tägliche Praxis literaturwissenschaftlicher Arbeit als Selbstbeobachtung moderner Geisteswissenschaften in den Blick.

Betriebssysteme

Beginning IOS 14 & Swift App Development

100 years since Gottlieb Haberlandt

Swift 4

Handbuch Kommunitarismus

Literaturwissenschaft und Bibliotheken

Anwendbarkeit, Gerichtsschutz, Legitimation

Create and implement AI-based features in your Swift apps for iOS, macOS, tvOS, and watchOS. With this practical book, programmers and developers of all kinds will find a one-stop shop for AI and machine learning with Swift. Taking a task-based approach, you'll learn how to build features that use powerful AI features to identify images, make predictions, generate content, recommend things, you don't need to be a data scientist or mathematician to take advantage of it in your apps. Explore Swift-based AI and ML techniques for building applications. Learn where and how AI-driven features make sense. Inspect tools such as Apple's Python-powered Turi Create and Google's Swift for TensorFlow to train and build models. I: Fundamentals and Tools—Learn AI basics, our task-based approach. II: Building with Swift—Build vision, audio, text, motion, and augmentation-related features; learn how to convert preexisting models. III: Beyond—Discover the theory behind task-based practice, explore AI and ML methods, and learn how you can build it all from scratch... if you want to

This volume examines the present status and future trends of textbook studies. Cutting-edge essays by leading experts and emerging scholars explore the field's theories, methodologies, and topics with the goal of generating debate and providing new perspectives. The George Eckert Institute's unique transdisciplinary focus on international textbook research has shaped this handbook, which explores the field in a variety of contexts that influence textbooks, the concepts they incorporate, how this medium itself is received and future trends. The book maps and discusses approaches based in cultural studies as well as in the social and educational sciences in addition to contemporary methodologies used in the field. The book aims to become the central interdisciplinary reference for textbook researchers, students and teachers.

Dieses Lehrbuch bietet eine umfassende Einführung in die Grundlagen der Betriebssysteme und in die Systemprogrammierung. Im Vordergrund stehen die Prinzipien moderner Betriebssysteme und die Nutzung ihrer Dienste für die systemnahe Programmierung. Methodisch wird ein Weg zwischen der Betrachtung anfallender Probleme und ihren Lösungen auf einer theoretischen und einer praktischen Ebene an meisten verbreiteten Systemwelten, nämlich Unix/Linux und Windows. Zudem werden die wichtigsten Prozessorgrundlagen erklärt, soweit sie für das Verständnis der internen Funktionsweise eines Betriebssystems hilfreich sind. Behandelt werden u.a.: Programmausführung und Hardware Systemprogrammierung Synchronisation und Kommunikation von Prozessen und Threads Speicherverwaltung Virtualisierung Die 4. Auflage ist in zahlreichen Details überarbeitet und generell aktualisiert. Neu aufgenommen wurden z.B. das Thread-Pool-Konzept, Windows Services, Completely Fair Scheduler, Container-Systeme und Unikernel. Übungsaufgaben mit Lösungen, alle Abbildungen des Buches und Vorlesungsfolien für Dozierende stehen online zur Verfügung.

Python Data Science Handbook

Simple, Rapid, Effective, and Scalable

Automate the Boring Stuff with Python, 2nd Edition

Swift 5 for Absolute Beginners

Große Philosophen der Antike

Violence in Defeat

The Palgrave Handbook of Textbook Studies

Do less work when testing your Python code, but be just as expressive, just as elegant, and just as readable. The pytest testing framework helps you write tests quickly and keep them readable and maintainable - with no boilerplate code. Using a robust yet simple fixture model, it's just as easy to write small tests with pytest as it is to scale up to complex functional testing for applications, packages, and libraries. This book shows you how. For Python-based projects, pytest is the undeniable choice to test your code if you're looking for a full-featured, API-independent, flexible, and extensible testing framework. With a full-bodied fixture model that is unmatched in any other tool, the pytest framework gives you powerful features such as assert rewriting and plug-in capability - with no boilerplate code. With simple step-by-step instructions and sample code, this book gets you up to speed quickly on this easy-to-learn and robust tool. Write short, maintainable tests that elegantly express what you're testing. Add powerful testing features and still speed up test times by distributing tests across multiple processors and running tests in parallel. Use the built-in assert statements to reduce false test failures by separating setup and test failures. Test error conditions and corner cases with expected exception testing, and use one test to run many test cases with parameterized testing. Extend pytest with plugins, connect it to continuous integration systems, and use it in tandem with tox, mock, coverage, unittest, and doctest. Write simple, maintainable tests that elegantly express what you're testing and why. What You Need: The examples in this book are written using Python 3.6 and pytest 3.0. However, pytest 3.0 supports Python 2.6, 2.7, and Python 3.3-3.6.

The Ptolemaic period witnessed an enormous increase in the number of hieroglyphic signs and iconographic elements (composite crowns, scepters, and cult objects). The ancient scribes exploited this complexity when composing the reliefs used in temple decoration, selecting particular words, hieroglyphic signs, and iconographic elements in order to create interconnected multiple layers of meaning, forming a tapestry of sound and sight. The Theology of Hathor of Dendera examines these techniques on both micro- and macro-levels, from their smallest details to their broadest thematic connections, foregrounding individual techniques to determine the words and phrases singled out for emphasis. By synthesizing their use in the three-dimensional space of the most important cult chamber in the Temple of Hathor at Dendera, this new method of analysis not only reveals the most essential characteristics of the local theology, but also shows how the ancient scribes envisioned the universe and the place of humankind within it.

Get to grips with object-oriented programming in Swift to efficiently build powerful real-world applications About This Book Leverage the most efficient object-oriented design patterns in your Swift applications Write robust, safer, and better code using the blueprints that generate objects Build a platform with object-oriented code by using real-world elements and represent them in your app Who This Book Is For If you are an iOS developer who has a basic idea of object-oriented programming and want to incorporate its concepts with Swift to optimize your application's code and create reusable and easily to understand building blocks, then this book is for you. This is a very useful resource for developers who want to shift from Objective C, C#, Java, Python, JavaScript, or other object-oriented languages to Swift What You Will Learn Build solid, stable, and reliable applications using Swift Work with encapsulation, abstraction, and polymorphism using Swift 2.0 Customize constructors and destructors based on your needs Develop Swift 2.0 with classes, instances, properties, and methods Take advantage of generic code to maximize code reuse and generalize behaviors Use state of inheritance, specialization, and the possibility to overload members Write high quality object-oriented code to build apps for iOS or Mac OS X In Detail Object-Oriented Programming (OOP) is a programming paradigm based on the concept of objects; these are data structures that contain data in the form of fields, often known as attributes and code. Objects are everywhere, and so it is very important to recognize elements, known as objects, from real-world situations and know how they can easily be translated into object-oriented code. Object-Oriented Programming with Swift is an easy-to-follow guide packed full of hands-on examples of solutions to common problems encountered with object-oriented code in Swift. It starts by helping you to recognize objects using real-life scenarios and demonstrates how working with them makes it simpler to write code that is easy to understand and reuse. You will learn to protect and hide data with the data encapsulation features of Swift. Then, you will explore how to maximize code reuse by writing code capable of working with objects of different types. After that, you'll discover the power of parametric polymorphism and will combine generic code with inheritance and multiple inheritance. Later, you move on to refactoring your existing code and organizing your source for easy maintenance and extensions. By the end of the book, you will be able to create better, stronger, and more reusable code, which will help you build better applications. Style and approach This simple guide is packed with practical examples of solutions to common problems. Each chapter includes exercises and the possibility for you to test your progress by answering questions.

A Best Practice Guide to Solving the Most Common Problems in Using SwiftUI

Ethereum for Architects and Developers

Evolved Code Editing for Windows, macOS, and Linux

From Fundamental Theory to Development of AI-Driven Apps

Staats- und Gesellschafts-Lexikon. In Verbindung mit deutschen Gelehrten und Staatsmännern hrsg. von Herrmann Wagener

Get Started with MicroPython on Raspberry Pi Pico

Kotlin is a statically typed programming language designed to interoperate with Java and fully supported by Google on the Android operating system. Based on Big Nerd Ranch’s popular Kotlin Essentials course, this guide shows you how to work effectively with the Kotlin programming language through hands-on examples and clear explanations of key Kotlin concepts and foundational APIs. Written for Kotlin 1.2, this book will also introduce you to JetBrains’ IntelliJ IDEA development environment. Whether you are an experienced Android developer looking for modern features beyond what Java offers or a new developer ready to learn your first programming language, the authors will guide you from first principles to advanced usage of Kotlin. By the end of this book, you will be empowered to create reliable, concise applications in Kotlin.

Swift 4Das umfassende Praxisbuch. Syntax, Grundlagen, Programmieretechniken, App-Entwicklung. Objekt- und protokollorientierte Anwendungsentwicklung. Mit vielen Beispiel-Apps für iOS, macOS und tvOSiOS-Apps mit Swift 2Das umfassende Praxis-HandbuchMITP-Verlags GmbH & Co. KG

Karten im Scheckkartenformat, in die ein Speicher- oder Prozessorchip integriert ist, eröffnen in vielen Branchen neue Produkt- und Marketingmöglichkeiten. Dieses Buch ist ein umfassender und praxisorientierter Wegweiser für Unternehmen, die Chipkarten-Technologie für neue Geschäftsfelder erfolgreich nutzen wollen. Behandelt werden insbesondere strategische, organisatorische, technische und rechtliche Aspekte. Insgesamt dient das Buch in allen Phasen der Projektierung und Realisierung, von der Idee über die Planung zur Implementierung von Chipkarten-Systemen. Rezension in Card-Forum 4 Jg. 4/97, S.30 April 1997 (...) Hautnah, kompetent, aber vor allem verständlich werden die vielen Facetten von der Kartenherstellung, den Anwendung und Sicherheitsaspekten bis hin zu den Rechtsfragen beleuchtet. Die Bezeichnung " Handbuch" ist berechtigt. (...) (...) der man sich übrigens auch hervorragend als Querleser und Seiteneinsteiger nähern kann, (...) Rezension in Geldinstitute 28. Jg. Heft 3, S. 143 März 1997 (...) Es bietet umfassende und hochaktuelle Information. Technische, betriebswirtschaftliche, rechtliche und Sicherheitsaspekte werden behandelt.

A Viennese Critic of the Twentieth Century

Policy Controversies and Political Blame Games

Raspberry Pi For Dummies

IOS 15 Programming Fundamentals with Swift

The Debian Administrator's Handbook

Handbuch der Neurologie: Erkrankungen der Wirbelsäule, des Schädels mit Nebenhöhlen und der Hüllen

Karl Kraus

Von der Umsetzung der Vorgaben aus Basel II bis zum elektronischen Zahlungsverkehr – alle Neuigkeiten der Banken-IT. Die zweite Auflage dieses Standardwerkes wurde komplett neu strukturiert und gestaltet. Es bietet den aktuellen Stand der bankbetrieblichen IT: Renommierte Experten aus Banken, Hochschulen und Beratungsunternehmen haben zukunftsweisende IT-Architekturen für alle Geschäftsfelder sowie die Schnittstellen zum Bankenumfeld entwickelt.

Find practical, logical, and efficient recipes for building cross-platform apps for iOS 15, macOS, and watchOS using Swift 5.5, Xcode 13, and SwiftUI 3.0 Key Features: Apply the declarative programming paradigm to build cross-platform UIs for Apple devices Learn to integrate UIKit, Core Data, Firebase, and Sign in with Apple with SwiftUI Adopt the new SwiftUI 3.0 features to build visually appealing UIs speedily Book Description: SwiftUI provides an innovative and simple way to build beautiful user interfaces (UIs) for all Apple platforms, from iOS and macOS through to watchOS and tvOS, using the Swift programming language. In this recipe-based cookbook, you'll cover the foundations of SwiftUI as well as the new SwiftUI 3 features introduced in iOS 15 and explore a range of essential techniques and concepts that will help you through the development process. The cookbook begins by explaining how to use basic SwiftUI components. Once you've learned the core concepts of UI development, such as Views, Controls, Lists, and ScrollViews, using practical implementations in Swift, you'll advance to adding useful features to SwiftUI using drawings, built-in shapes, animations, and transitions. You'll understand how to integrate SwiftUI with exciting new components in the Apple development ecosystem, such as Combine for managing events and Core Data for managing app data. Finally, you'll write iOS, macOS, and watchOS apps by sharing the same SwiftUI codebase. By the end of this SwiftUI book, you'll have discovered a range of simple, direct solutions to common

problems encountered when building SwiftUI apps. What You Will Learn: Explore various layout presentations in SwiftUI such as HStack, VStack, LazyHStack, and LazyVGrid Create widgets to quickly display relevant content at glance Get up to speed with drawings in SwiftUI using built-in shapes, custom paths, and polygons Discover modern animation and transition techniques in SwiftUI Add user authentication using Firebase and Sign in with Apple Manage concurrency with Combine and async/await in SwiftUI Solve the most common SwiftUI problems, such as integrating a MapKit map, unit testing, snapshot testing, and previewing layouts Who this book is for: This book is for mobile developers who want to learn SwiftUI as well as experienced iOS developers transitioning from UIKit to SwiftUI. The book assumes knowledge of the Swift programming language. Knowledge of object-oriented design and data structures will be useful but not necessary. You'll also find this book to be a helpful resource if you're looking for reference material regarding the implementation of various features in SwiftUI.

Dieses Handbuch vermittelt umfassend und systematisch alle Grundlagen zur politischen Theorie und Philosophie des Kommunitarismus.

Das umfassende Praxis-Handbuch

Grundlagen, Konzepte, Systemprogrammierung

Handbuch Informationstechnologie in Banken

Staats- und Gesellschafts-Lexikon. In Verbindung mit deutschen Gelehrten und Staatsmännern hg. von Herrmann Wagener

Essential Tools for Working with Data

With Case Studies and Code Samples in Solidity

Debian Jessie From Discovery To Mastery

Umfangreiche Grundlagen der Programmiersprache Swift Zahlreiche praxisnahe und leicht verständliche Beispiele Steuerelemente, grafische Oberflächen, Navigation, Karten und lokale Benachrichtigungen Die Entwicklung von Apps für das iPhone wird immer beliebter, jedoch ist der Einstieg nicht immer einfach. Holger Hinzberg zeigt Ihnen von Grund auf, leicht verständlich und praxisnah, wie Sie Apps mit Swift 2, dem Cocoa Touch Framework und dem iOS SDK erstellen und die dazu nötigen Werkzeuge bedienen. Alle Funktionen werden anhand von Beispielen erläutert. So lernen Sie das Handwerkszeug, das Sie benötigen, um später eigene Apps zu entwickeln. Der Autor stellt dabei die Praxis in den Vordergrund. Alle Beispiele sind so angelegt, dass sie leicht programmiert werden können. Einzelne Methoden lassen sich später einfach nachschlagen. Sie finden zahlreiche voneinander unabhängige Beispiele, an denen gezielt spezielle Technologien und Anwendungsfälle erklärt werden: von einfachen Projekten für die Eingabe von Texten und Zahlen über Checklisten bis hin zu Tabellen mit Master-Detail-Beziehungen. Das Buch richtet sich an Leser, die bereits Erfahrungen in einer anderen objektorientierten Programmiersprache haben. So liegt der Fokus des Buches auf den Besonderheiten von Swift und der App-Programmierung. Das Buch ist aktuell zu iOS 9. Als Betriebssystem benötigen Sie OS X 10.11 El Capitan oder neuer. Mit dem Simulator der kostenlosen Xcode-Software können Sie Ihre neu entwickelten Apps auch ohne iOS-Gerät testen. Ein iPhone, iPad oder iPod touch ist für die Beispiele im Buch nicht erforderlich.

Explore the Ethereum ecosystem step by step with extensive theory, labs, and live use cases. This book takes you through Blockchain concepts; decentralized applications; Ethereum's architecture; Solidity smart contract programming with examples; and testing, debugging, and deploying smart contracts on your local machine and on the cloud. You'll cover best practices for writing contracts with ample examples to allow you to write high-quality contracts with optimal usage of fuel. In later chapters, Ethereum for Architects and Developers covers use cases from different business areas, such as finance, travel, supply-chain, insurance, and land registry. Many of these sectors are explained with flowcharts, diagrams, and sample code that you can refer to and further enhance in live projects. By the end of the book, you will have enough information to use Ethereum to create value for your business processes and build foolproof data storage for smoother execution of business. What You Will Learn Discover key Blockchain concepts Master the architecture, building blocks, and ecosystem of Ethereum Develop smart contracts from scratch Debug, test, and deploy to test Take advantage of Ethereum in your business area Who This Book Is For Blockchain developers and architects wanting to develop decentralized Ethereum applications or learn its architecture.

Get your slice of Raspberry Pi With the invention of the unique credit card-sized single-board computer comes a new wave of hardware geeks, hackers, and hobbyists who are excited about the possibilities with the Raspberry Pi—and this is the perfect guide to get you started. With this down-to-earth book, you'll quickly discover why the Raspberry Pi is in high demand! There's a reason the Raspberry Pi sold a million units in its first year, and you're about to find out why! In Raspberry Pi For Dummies, 3rd Edition veteran tech authors Sean McManus and Mike Cook make it easier than ever to get you up and running on your Raspberry Pi, from setting it up, downloading the operating system, and using the desktop environment to editing photos, playing music and videos, and programming with Scratch—and everything in between. Covers connecting the Pi to other devices such as a keyboard, mouse, monitor, and more Teaches you basic Linux System Admin Explores creating simple hardware projects Shows you how to create web pages Raspberry Pi For Dummies, 3rd Edition makes computing as easy as pie!

Kotlin Programming

Practical Programming for Total Beginners

The Big Nerd Ranch Guide

1839.1

Develop IOS Apps with Xcode 12, Swift 5, SwiftUI, MLKit, ARKit and More

SAP Treasury and Risk Management

Learn to Develop Apps for iOS

Stay motivated and overcome obstacles while learning to use Swift Playgrounds and Xcode 10.2 to become a great iOS developer. This book, fully updated for Swift 5, is perfect for those with no programming background, those with some programming experience but no object-oriented experience, or those that have a great idea for an app but haven't programmed since school. Many people have a difficult time believing they can learn to write iOS apps. Swift 5 for Absolute Beginners will show you how to do so. You'll learn Object-Oriented Programming (OOP) and be introduced to User Interface (UI) design following Apple's Human Interface Guidelines (HIG) using storyboards and the Model-View-Controller (MVC) pattern before moving on to write your own iPhone and Apple Watch apps from scratch. What You'll Learn Work with Swift classes, properties, and functions Examine proper User Interface (UI) and User Experience (UX) design Understand Swift data types: integers, floats, strings, and booleans Use Swift data collections: arrays and dictionaries Review Boolean logic, comparing data, and flow control Use the Xcode debugger to troubleshoot problems with your apps Store data in local app preferences and Core Data databases Who This Book Is For Anyone who wants to learn to develop apps for the Mac, iPhone, iPad, and Apple Watch using the Swift programming language. No previous programming experience is necessary.

"This book provides a context-sensitive explanation of blame games and their consequences. Drawing on the analysis of 15 blame games in the UK, Germany, Switzerland, and the United States (US), this book develops the first middle-range theory of these important political events"--

For many researchers, Python is a first-class tool mainly because of its libraries for storing, manipulating, and gaining insight from data. Several resources exist for individual pieces of this data science stack, but only with the Python Data Science Handbook do you get them all—IPython, NumPy, Pandas, Matplotlib, Scikit-Learn, and other related tools. Working scientists and data crunchers familiar with reading and writing Python code will find this comprehensive desk reference ideal for tackling day-to-day issues: manipulating, transforming, and cleaning data; visualizing different types of data; and using data to build statistical or machine learning models. Quite simply, this is the must-have reference for scientific computing in Python. With this handbook, you'll learn how to use: IPython and Jupyter: provide computational environments for data scientists using Python NumPy: includes the ndarray for efficient storage and manipulation of dense data arrays in Python Pandas: features the DataFrame for efficient storage and manipulation of labeled/columnar data in Python Matplotlib: includes capabilities for a flexible range of data visualizations in Python Scikit-Learn: for efficient and clean Python implementations of the most important and established machine learning algorithms

Plant Tissue Culture

iOS-Apps mit Swift 2

The Theology of Hathor of Dendera

Illustrierte Zeitung

The Wehrmacht on German Soil, 1944–1945

Leipzig, Berlin, Wien, Budapest, New York

Isis oder Encyclopädische Zeitung

The second edition of this best-selling Python book (over 500,000 copies sold!) uses Python 3 to teach even the technically uninclined how to write programs that do in minutes what would take hours to do by hand. There is no prior programming experience required and the book is loved by liberal arts majors and geeks alike. If you've ever spent hours renaming files or updating hundreds of spreadsheet cells, you know how tedious tasks like these can be. But what if you could have your computer do them for you? In this fully revised second edition of the best-selling classic Automate the Boring Stuff with Python, you'll learn how to use Python to write programs that do in minutes what would take you hours to do by hand--no prior programming experience required. You'll learn the basics of Python and explore Python's rich library of modules for performing specific tasks, like scraping data off websites, reading PDF and Word documents, and automating clicking and typing tasks. The second edition of this international fan favorite includes a brand-new chapter on input validation, as well as tutorials on automating Gmail and Google Sheets, plus tips on automatically updating CSV files. You'll learn how to create programs that effortlessly perform useful feats of automation to:

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

Step-by-step instructions walk you through each program, and updated practice projects at the end of each chapter challenge you to improve those programs and use your newfound skills to automate similar tasks. Don't spend your time doing work a well-trained monkey could do. Even if you've never written a line of code, you can make your computer do the grunt work. Learn how in Automate the Boring Stuff with Python, 2nd Edition.

In this book, we take you on a fun, hands-on and pragmatic journey to learning iOS 14 application development using Swift. You'll start building your first iOS app within minutes. Every section is written in a bite-sized manner and straight to the point as I don't want to waste your time (and most certainly mine) on the content you don't need. In the end, you will have the skills to create an app and submit it to the app store. In the course of this book, we will cover: Chapter 1 & 2 - Working with Xcode and Swift to build a BMI calculator app. Chapter 3 - Build a Quotes app using Table View Chapter 4 - Create a To Do List app (create, read, update and delete to-do items) Chapter 5 - Implement data persistency to our To Do List app using Core Data Chapter 6 - Improve our To Do List app by adding images and swipe deletion Chapter 7 - Build a cryptocurrency price tracker app which retrieves prices via an API Chapter 8 - Build a image detection app using machine learning Chapter 9 - Create an Augmented Reality app with ARKit Chapter 10 - Publish our app on to the App store Chapter 11 - SwiftUI Chapter 12 - Widgets Chapter 13 - App Clips Chapter 14 - Dark Mode Chapter 15 - Porting your iOS App to the Mac with Project Catalyst Chapter 16 - In-App Purchases The goal of this book is to teach you iOS development in a manageable way without overwhelming you. We focus only on the essentials and cover the material in a hands-on practice manner for you to code along. About the Reader No previous knowledge on iOS development required, but you should have basic programming knowledge. About the Author Greg Lim is a technologist and author of several programming books. Greg has many years in teaching programming in tertiary institutions and he places special emphasis on learning by doing.

Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode 13 IDE, Cocoa Touch, and the latest version of Apple's acclaimed programming language, Swift 5.5. With this thoroughly updated guide, you'll learn the Swift language, understand Apple's Xcode development tools, and discover the Cocoa framework. Explore Swift's object-oriented concepts Become familiar with built-in Swift types Dive deep into Swift objects, protocols, and generics Tour the life cycle of an Xcode project Learn how nibs are loaded Understand Cocoa's event-driven design Communicate with C and Objective-C In this edition, catch up on the latest iOS programming features: Structured concurrency: async/await, tasks, and actors Swift native formatters and attributed strings Lazy locals and throwing getters Enhanced collections with the Swift Algorithms and Collections packages Xcode tweaks: column breakpoints, package collections, and Info.plist build settings Improvements in Git integration, localization, unit testing, documentation, and distribution And more!

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The Text of New Testament

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