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Typology The Claw [1963]; 2 Mastering Machine Learning with scikit-learn Teach Yourself Java for Macintosh in 21 Days Using SVG with CSS3 and HTML5 Holub on Patterns Mastering openFrameworks: Creative Coding Demystified The Zope Book Whole Slide Imaging Real-Time Systems Design and Analysis Cabling The Cambridge Companion to the Roman Republic Fundamentals of Modern Manufacturing Computer Organization & Architecture 7e Capital, Labour and the Middle Classes (RLE Social Theory) Computer Forensics and Digital Investigation with EnCase Forensic Canon Lenses Pro Visual C++/CLI and the .NET 3.5 Platform Class Struggle Unionism Software Engineering for Game Developers Official Gazette of the United States Patent and Trademark Office Springer Handbook of Robotics Explorations The Binge Eating Prevention Workbook Yocto Project Development Manual Programming Visual Basic .NET Java Persistence with Hibernate Data Parallel C++ Magic of Incarnum IText in Action The Chromebook Classroom PHP 7: Real World Application Development Speedlifter's Handbook Chivalry The Design Search Code Manual Pro Android Python with SL4A Compressed Air Safety Understanding Class PHP 7 Programming Cookbook Pro C# 7

Examines chivalry in the context of the Middle Ages Pro Visual C++/CLI and the .NET 3.5 Platform is about writing .NET applications using C++/CLI. While readers are learning the ins and outs of .NET application development, they will also be learning the syntax of C++, both old and new to .NET. Readers will also gain a good understanding of the .NET architecture. This is truly a .NET book applying C++ as its development language—not another C++ syntax book that happens to cover .NET. Most recent sociological work on the theory of class is based on a distinction between Weberian and Marxist approaches. For the first part of this volume, the authors use this distinction to review the literature on the middle class, concentrating particularly on the traditions of Marxist theory and of the more empirical work inspired by Max Weber. They show, however, that this distinction is of limited utility in reconstructing a theory of the middle class. This work has been selected by scholars as being culturally important and is part of the knowledge base of civilization as we know it. This work is in the public domain in the United States of America, and possibly other nations. Within the United States, you may freely copy and distribute this work, as no entity (individual or corporate) has a copyright on the body of the work. Scholars believe, and we concur, that this work is important enough to be preserved, reproduced, and made generally available to the public. To ensure a quality reading experience, this work has been proofread and republished using a format that seamlessly blends the original graphical elements with text in an easy-to-read typeface. We appreciate your support of the preservation process, and thank

you for being an important part of keeping this knowledge alive and relevant. Summary Java Persistence with Hibernate, Second Edition explores Hibernate by developing an application that ties together hundreds of individual examples. In this revised edition, authors Christian Bauer, Gavin King, and Gary Gregory cover Hibernate 5 in detail with the Java Persistence 2.1 standard (JSR 338). All examples have been updated for the latest Hibernate and Java EE specification versions. About the Technology Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. Persistence—the ability of data to outlive an instance of a program—is central to modern applications. Hibernate, the most popular Java persistence tool, offers automatic and transparent object/relational mapping, making it a snap to work with SQL databases in Java applications. About the Book Java Persistence with Hibernate, Second Edition explores Hibernate by developing an application that ties together hundreds of individual examples. You'll immediately dig into the rich programming model of Hibernate, working through mappings, queries, fetching strategies, transactions, conversations, caching, and more. Along the way you'll find a well-illustrated discussion of best practices in database design and optimization techniques. In this revised edition, authors Christian Bauer, Gavin King, and Gary Gregory cover Hibernate 5 in detail with the Java Persistence 2.1 standard (JSR 338). All examples have been updated for the latest Hibernate and Java EE specification versions. What's Inside Object/relational mapping concepts Efficient database application design Comprehensive Hibernate and Java Persistence reference Integration of Java Persistence with EJB, CDI, JSF, and JAX-WS * Unmatched breadth and depth About the Reader The book assumes a working knowledge of Java. About the Authors Christian Bauer is a member of the Hibernate developer team and a trainer and consultant. Gavin King is the founder of the Hibernate project and a member of the Java Persistence expert group (JSR 220). Gary Gregory is a principal software engineer working on application servers and legacy integration. Table of Contents PART 1 GETTING STARTED WITH ORM Understanding object/relational persistence Starting a project Domain models and metadata PART 2 MAPPING STRATEGIES Mapping persistent classes Mapping value types Mapping inheritance Mapping collections and entity associations Advanced entity association mappings Complex and legacy schemas PART 3 TRANSACTIONAL DATA PROCESSING Managing data Transactions and concurrency Fetch plans, strategies, and profiles Filtering data PART 4 WRITING QUERIES Creating and executing queries The query languages Advanced query options Customizing SQL A new source of power for the Dungeons & Dragons(R) roleplaying game! This supplement introduces a magical substance called incarnum into the D&D game. With this book, the players characters can meld incarnum--the power of

souls living, dead, and unborn--into magical items and even their own bodies, granting them special attacks, defenses, and other abilities (much as magic items and spells do). Incarnum can be shaped and reshaped into new forms, giving characters tremendous versatility in the dungeon and on any battlefield. This book also features new classes, prestige classes, feats, and other options for characters wishing to explore the secrets of incarnum, as well as rules and advice for including incarnum in a D&D campaign. This book takes a modern, all-inclusive look at manufacturing processes. Its coverage is strategically divided—65% concerned with manufacturing process technologies, 35% dealing with engineering materials and production systems. Completely revised, this edition is an essential guide for VB programmers looking to make the change to the .NET programming environment. Provides advice to designers, manufacturers, installers, users and others. Contents: Compressor plant; Air receivers; Coolers; Air dryers; Installation of compressors; Main line systems; Portable pneumatic equipment; Pneumatic powered machinery; Actuators; Interlocking methods of circuit design; Inspection and maintenance; Training. Acknowledgments. Basic Real-Time Concepts. Computer Hardware. Languages Issues. The Software Life Cycle. Real-Time Specification and Design Techniques. Real-Time Kernels. Intertask Communication and Synchronization. Real-Time Memory Management. System Performance Analysis and Optimization. Queuing Models. Reliability, Testing, and Fault Tolerance. Multiprocessing Systems. Hardware/Software Integration. Real-Time Applications. Glossary. Bibliography. Index. An innovative and customizable 8-week plan to help you take control of your eating habits—once and for all. Do you feel like your eating gets out of control? When it comes to food, does it feel like your life is controlled by cycles of deprivation and bingeing? Whether or not you've been formally diagnosed with a binge-eating disorder, you know that something needs to change. But like many disorders, what helps one person may not help another. That's why The Binge Eating Prevention Workbook offers a wide range of evidence-based tools to help you take charge of your eating habits. Using the eight-week protocol in this workbook, you'll learn how to recognize your triggers, cope with difficult emotions, improve relationships, and make healthy food choices that will ultimately improve how you feel. You'll learn to understand the underlying causes of your binge eating, how to recognize binge-inducing environmental factors, why dieting just doesn't work, and mindfulness techniques to help you stay present when the urge to binge takes hold. If you're ready to break the shame-filled cycle of binge eating, this workbook has everything you need to get started today. The second edition of this handbook provides a state-of-the-art overview on the various aspects in the rapidly developing field of robotics. Reaching for the human frontier, robotics is vigorously engaged in the growing challenges of new emerging domains. Interacting,

exploring, and working with humans, the new generation of robots will increasingly touch people and their lives. The credible prospect of practical robots among humans is the result of the scientific endeavour of a half a century of robotic developments that established robotics as a modern scientific discipline. The ongoing vibrant expansion and strong growth of the field during the last decade has fueled this second edition of the Springer Handbook of Robotics. The first edition of the handbook soon became a landmark in robotics publishing and won the American Association of Publishers PROSE Award for Excellence in Physical Sciences & Mathematics as well as the organization's Award for Engineering & Technology. The second edition of the handbook, edited by two internationally renowned scientists with the support of an outstanding team of seven part editors and more than 200 authors, continues to be an authoritative reference for robotics researchers, newcomers to the field, and scholars from related disciplines. The contents have been restructured to achieve four main objectives: the enlargement of foundational topics for robotics, the enlightenment of design of various types of robotic systems, the extension of the treatment on robots moving in the environment, and the enrichment of advanced robotics applications. Further to an extensive update, fifteen new chapters have been introduced on emerging topics, and a new generation of authors have joined the handbook's team. A novel addition to the second edition is a comprehensive collection of multimedia references to more than 700 videos, which bring valuable insight into the contents. The videos can be viewed directly augmented into the text with a smartphone or tablet using a unique and specially designed app. Springer Handbook of Robotics Multimedia Extension Portal: <http://handbookofrobotics.org/> This book gives clear and effective instructions, stuffed with practical examples, to build your own fun, stunning and highly-interactive openFrameworks applications. Each chapter is focused differently and has a new theme to it. This book targets visual artists, designers, programmers and those interested in creative coding by getting started with openFrameworks. This book will help you understand the capabilities of openFrameworks to help you create visually stunning and fully interactive applications. You should have a basic knowledge of object oriented programming, such as C++, Java, Python, ActionScript 3, etc. This second edition examines all aspects of Roman history, and contains a new introduction, three new chapters and updated bibliographies. The physical linkages responsible for carrying a company's data continue to be the most neglected components of the typical network—to the extent that nearly 70% of all network-related problems result from poor cabling. In this third edition of a widely acclaimed resource, three networking experts share their extensive experience, teaching you the cabling skills you need to build a reliable, efficient, and cost-effective network cabling infrastructure. As you master these techniques, you'll learn to avoid common pitfalls and troubleshoot problems as quickly as they arise. Coverage includes: Choosing the right cables

and components for your network architecture and topology Avoiding unnecessary and unexpected costs Understanding the current limitations of data communications and network cabling Understanding how laws and building codes constrain cabling Understanding the function and importance of universal cabling standards Determining when you have a cabling-related network problem Assembling a complete cabling toolkit Integrating voice and data on the same cable system Setting up an infrastructure in which desktops, printers, copiers, and other nodes share cabling Understanding issues of bandwidth, impedance, resistance, attenuation, crosstalk, capacitance, propagation, delay, and delay skew Working effectively with USB and Firewire Knowing when to discard legacy cabling and begin anew Documenting your cabling Creating an RFP and selecting a vendor Pro Android Python with SL4A is for programmers and hobbyists who want to write apps for Android devices without having to learn Java first. Paul Ferrill leads you from installing the Scripting Layer for Android (SL4A) to writing small scripts, to more complicated and interesting projects, and finally to uploading and packaging your programs to an Android device. Android runs scripts in many scripting languages, but Python, Lua, and Beanshell are particularly popular. Most programmers know more than one programming language, so that they have the best tool for whatever task they want to accomplish. Pro Android Python with SL4A explores the world of Android scripting by introducing you to the most important open-source programming languages that are available on Android-based hardware. Pro Android Python with SL4A starts by exploring the Android software development kit and then shows you how to set up an Eclipse-based Android development environment. You then approach the world of Android programming by using Beanshell, which runs on the Dalvik, and learning how to write small programs to administer an Android device. Next, discover how Lua, a lightweight language perfectly suited for scripting on smaller devices, can work with Android. Lua can be used for small but important tasks, like SMS encryption and synchronizing photos with flickr. Last, but certainly not least, you will discover the world of Python scripting for SL4A, and the power contained within the full range of Python modules that can combine with the Android SDK. You'll learn to write small location-aware apps to get you started, but by the end of this book, you'll find yourself writing fully GUI-fied applications running on the Android desktop! Pro Android Python with SL4A is rounded out with a chapter on distributing and packaging scripts, a skill that you'll find very useful as you reach out to a wider audience with your programs. For those who want to build a fighting labor movement, there are many questions to answer. How to relate to the union establishment which often does not want to fight? Whether to work in the rank and file of unions or staff jobs? How much to prioritize broader class demands versus shop floor struggle? How to relate to foundation-funded worker centers and alternative union efforts? And most critically, how can we revive militancy and union power in the face of corporate power and a legal system set up

against us? Class struggle unionism is the belief that our union struggle exists within a larger struggle between an exploiting billionaire class and the working class which actually produces the goods and services in society. Class struggle unionism looks at the employment transaction as inherently exploitative. While workers create all wealth in society, the outcome of the wage employment transaction is to separate workers from that wealth and create the billionaire class. From that simple proposition flows a powerful and radical form of unionism. Historically, class struggle unionists placed their workplace fights squarely within this larger fight between workers and the owning class. Viewing unionism in this way produces a particular type of unionism which both fights for broader class issues but is also rooted in workplace-based militancy. Drawing on years of labor activism and study of labor tradition Joe Burns outlines the key set of ideas common to class struggle unionism and shows how these ideas can create a more militant, democratic and fighting labor movement. Lenses are a considerable investment for any photographer and require understanding their features and a making plan for purchase. You might buy several camera bodies, but quality lenses should last a lifetime! You need a book that goes beyond the camera manuals to teach you how to select and use Canon lenses to take great shots. This guide by pro photographer Jerod Foster will help you conquer the fundamentals and capture stunning pictures. Foster starts with the basics of using different lenses in the Canon lineup—from kit, to wide angle, to telephoto, to zoom, and more, to understand what they do and how their features affect your images. He discusses factors such as depth of field, perspective, and compression and which types of lenses are right for your style of shooting. Whether it's portraits, landscapes, or street photography, you will have a better understanding of your equipment and understand your choices for investing in lenses. Beautifully illustrated with large, compelling photos, this book teaches you how to take control of your photography to get the image you want every time you pick up the camera. Developers looking to enhance Web and other applications with dynamic PDF document generation and/or manipulation will find this book unique in content and readability. Learn how to accelerate C++ programs using data parallelism. This open access book enables C++ programmers to be at the forefront of this exciting and important new development that is helping to push computing to new levels. It is full of practical advice, detailed explanations, and code examples to illustrate key topics. Data parallelism in C++ enables access to parallel resources in a modern heterogeneous system, freeing you from being locked into any particular computing device. Now a single C++ application can use any combination of devices—including GPUs, CPUs, FPGAs and AI ASICs—that are suitable to the problems at hand. This book begins by introducing data parallelism and foundational topics for effective use of the SYCL standard from the Khronos Group and Data Parallel C++ (DPC++), the open source compiler used in this book. Later chapters cover advanced topics including error handling, hardware-specific programming, communication and synchronization, and

memory model considerations. Data Parallel C++ provides you with everything needed to use SYCL for programming heterogeneous systems. What You'll Learn Accelerate C++ programs using data-parallel programming Target multiple device types (e.g. CPU, GPU, FPGA) Use SYCL and SYCL compilers Connect with computing's heterogeneous future via Intel's oneAPI initiative Who This Book Is For Those new data-parallel programming and computer programmers interested in data-parallel programming using C++. * Allen Holub is a highly regarded instructor for the University of California, Berkeley, Extension. He has taught since 1982 on various topics, including Object-Oriented Analysis and Design, Java, C++, C. Holub will use this book in his Berkeley Extension classes. * Holub is a regular presenter at the Software Development conferences and is Contributing Editor for the online magazine JavaWorld, for whom he writes the Java Toolbox. He also wrote the OO Design Process column for IBM DeveloperWorks. * This book is not time-sensitive. It is an extremely well-thought out approach to learning design patterns, with Java as the example platform, but the concepts presented are not limited to just Java programmers. This is a complement to the Addison-Wesley seminal "Design Patterns" book by the "Gang of Four". The Zope Book, written by the experts who developed Zope, is a guide to building dynamic Web applications using Zope. Authors Amos Latteier and Michel Pelletier teach you how to utilize Zope to write Web pages, program Web scripts, use databases, manage dynamic content, perform collaborative Web development tasks, plus much more. Whether you are new to Zope or are a skilled user, this current and comprehensive reference is designed to introduce you to Zope and its uses and teaches you how it differs from other Web application servers. From installation and advanced features, such as ZClasses, to using Zope with relational databases, or scripting with Perl and Python, The Zope Book provides the instruction you need. Organized by historical era and country of origin, each section of this dynamic compendium introduces the culture and aesthetics of the period, discusses how individual styles developed, and offers insights into the artistry of key typographers and foundries. 300 full-color illustrations. Takes a tutorial approach towards developing and serving Java applets, offering step-by-step instruction on such areas as motion pictures, animation, applet interactivity, file transfers, sound, and type. Original. (Intermediate). This essential classic title provides a comprehensive foundation in the C# programming language and the frameworks it lives in. Now in its 8th edition, you'll find all the very latest C# 7.1 and .NET 4.7 features here, along with four brand new chapters on Microsoft's lightweight, cross-platform framework, .NET Core, up to and including .NET Core 2.0. Coverage of ASP.NET Core, Entity Framework (EF) Core, and more, sits alongside the latest updates to .NET, including Windows Presentation Foundation (WPF), Windows Communication Foundation (WCF), and ASP.NET MVC. Dive in and discover why Pro C# has been a favorite of C# developers worldwide for over 15 years. Gain a solid foundation in object-oriented development techniques, attributes and reflection, generics

and collections as well as numerous advanced topics not found in other texts (such as CIL opcodes and emitting dynamic assemblies). With the help of this book you'll have the confidence to put C# into practice and explore the .NET universe on your own terms. What You Will Learn Discover the latest C# 7.1 features, from tuples to pattern matching Hit the ground running with Microsoft's lightweight, open source .NET Core platform, including ASP.NET Core MVC, ASP.NET Core web services, and Entity Framework Core Find complete coverage of XAML, .NET 4.7, and Visual Studio 2017 Understand the philosophy behind .NET and the new, cross-platform alternative, .NET Core This book provides up-to-date and practical knowledge in all aspects of whole slide imaging (WSI) by experts in the field. This includes a historical perspective on the evolution of this technology, technical aspects of making a great whole slide image, the various applications of whole slide imaging and future applications using WSI for computer-aided diagnosis The goal is to provide practical knowledge and address knowledge gaps in this emerging field. This book is unique because it addresses an emerging area in pathology for which currently there is only limited information about the practical aspects of deploying this technology. For example, there are no established selection criteria for choosing new scanners and a knowledge base with the key information. The authors of the various chapters have years of real-world experience in selecting and implementing WSI solutions in various aspects of pathology practice. This text also discusses practical tips and pearls to address the selection of a WSI vendor, technology details, implementing this technology and provide an overview of its everyday uses in all areas of pathology. Chapters include important information on how to integrate digital slides with laboratory information system and how to streamline the "digital workflow" with the intent of saving time, saving money, reducing errors, improving efficiency and accuracy, and ultimately benefiting patient outcomes. Whole Slide Imaging: Current Applications and Future Directions is designed to present a comprehensive and state-of-the-art approach to WSI within the broad area of digital pathology. It aims to give the readers a look at WSI with a deeper lens and also envision the future of pathology imaging as it pertains to WSI and associated digital innovations. The Chromebook Classroom gives you a fast, clear road map for turning a new fleet of Chromebooks into rich learning tools for a single classroom or an entire district! The Chromebook Classroom is the perfect companion for educators just getting started with Chromebooks - or looking for new ways to boost their students' learning through technology. Welcome to Explorations and biological anthropology! An electronic version of this textbook is available free of charge at the Society for Anthropology in Community Colleges' webpage here: www.explorations.americananthro.org Using Scalable Vector Graphics (SVG) for illustrations only scratches the surface of this format's potential on the web. With this practical guide, you'll learn how to use SVG not only for illustrations but also as graphical documents that you can integrate into complex HTML5

web pages, and style with custom CSS. Web developers will discover ways to adapt designs by adding data based graphics, dynamic styles, interaction, or animation. Divided into five parts, this book includes: SVG on the web: Understand how SVG works with HTML, CSS, and JavaScript to define graphics Drawing with markup: Learn the vector language of x and y coordinates that let SVG create basic and custom shapes Putting graphics in their place: Use the coordinate system to draw SVG shapes and text at different scales and positions Artistic touches: Explore how color is used, how strokes are created and manipulated, and how graphical effects like filters, clipping, and masking are applied SVG as an application: Make your graphic more accessible to humans and computers, and learn how to make it interactive or animated "Software Engineering for Game Developers" is a unique guide—a toolbox for effectively building a computer game using practices that are fostered by software engineering. Examine each major phase of the software engineering lifecycle of an actual game and its developers and gather the tools you need to organize your programming into proper engineering patterns. This book documents a comprehensive development process that started from a set of requirements. This process guided the development team to consistently design and implement a game according to these requirements, staying within budget and delivering the game on time. The tools provided within this book are a valuable resource for software developers in any area—game software development professionals, game producers and designers, testers, writers, artists, and educators. Leading sociologist examines how different readings of class enrich our understanding of capitalism Few ideas are more contested today than "class." Some have declared its death, while others insist on its centrality to contemporary capitalism. It is said its relevance is limited to explaining individuals' economic conditions and opportunities, while at the same time argued that it is a structural feature of macro-power relations. In Understanding Class, leading left sociologist Erik Olin Wright interrogates the divergent meanings of this fundamental concept in order to develop a more integrated framework of class analysis. Beginning with the treatment of class in Marx and Weber, proceeding through the writings of Charles Tilly, Thomas Piketty, Guy Standing, and others, and finally examining how class struggle and class compromise play out in contemporary society, Understanding Class provides a compelling view of how to think about the complexity of class in the world today. Getting your Canon Speedlite to produce the light you need can be a real challenge. For those new to flash photography—or for anyone who has previously given up out of frustration—Speedlites Handbook is a revelation. Photographer Syl Arena takes you on a journey that begins with an exploration of light and color, moves through a comprehensive discussion of the Canon Speedlite family and all of the accessories and equipment available to the Speedlite, then settles down to crafting great light in one photo shoot after another. Whether you want to create a classical portrait, shoot an event, or

simply add a little fill light to a product shot, Speedlitter's Handbook shows you how. A fantastic in-depth resource illustrated with over 500 images, Speedlitter's Handbook covers: how to see the various characteristics and properties of light itself, as well as the differences between how your camera sees versus how you see all the buttons and dials of the entire Canon Speedlite family the basics of on-camera flash...and the necessity of getting your flash off the camera how to beautifully balance flash with the existing ambient light all the equipment necessary for great Speedlite shots how to get amazing shots with just one Speedlite how and when to use E-TTL versus manual flash the use of color gels to balance color, as well as create dramatic effects how to tame the sun—or any really bright light—with hi-speed sync and much, much more Whether you're shooting portraits, events, or sports, Speedlitter's Handbook is an essential resource that teaches you how to craft the light you need for any type of shot you want. Use new features of PHP 7 to solve practical, real-world problems faced by PHP developers like yourself every day. About This Book This course covers the new features of version 7.x, best practices for server-side programming, and MVC frameworks Leverage the potential of PHP for server-side programming, memory management, and Object-Oriented Programming to improve your programming productivity This course also illustrates the development of a complete modular application using PHP 7 in detail Who This Book Is For If you are an aspiring web developer, mobile developer, or back-end programmer, who has basic experience in PHP programming and wants to develop performance-critical applications, then this course is for you. It will take your PHP programming skills to next level. What You Will Learn Solve practical real-world programming problems using PHP 7 Discover where and when PHP 5 code needs to be re-written to avoid backwards-compatibility breaks Use advanced PHP 7 features such as the Abstract Syntax Tree, Uniform Variable Syntax, Scalar Type Hints, Generator Delegation, Anonymous Classes, and the Context Sensitive Lexer Set up a high performance development and production environment for PHP 7 Discover new OOP features in PHP 7 to achieve high performance Discover the new features of PHP 7 that are relevant to modular application development Explore the ins and outs of the Symfony framework Build a set of modules based on the Symfony framework that comprise a simple web shop app In Detail PHP is a great language for developing web applications. It is essentially a server-side scripting language. PHP 7 is the latest version, providing major backward-compatibility breaks and focusing on improved performance and speed. This course follows a learning path which is divided into three modules. Each module is a mini course in its own right, taking your basic PHP programming skills to the next level by showing you intermediate to advanced PHP techniques with a focus on PHP 7. This way, get you equipped with the tools and skills required to develop professional and efficient applications for your websites and enterprises. The first module of the book is a programming cookbook that consists over 80 recipes! Each recipe is

designed to solve practical, real-world problems faced by PHP developers like yourself every day. This course also covers new ways of writing PHP code made possible only in version 7. The second module of the course is designed to improve the performance and productivity of your application. We'll introduce you to the concepts of Object-Oriented Programming (OOP) in PHP 7, then shed some light on how to improve the performance of your PHP 7 applications and database. Throughout this module you will be introduced to benchmarking tools. With all important concepts of PHP covered up you will move on to third module. In this module you will gain a deep insight into the modular programming paradigm and how to achieve modularity in your PHP code. Modular design techniques help you build readable, manageable, reusable, and more efficient codes. PHP 7, which is a popular open source scripting language, is used to build modular functions for your software. 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: PHP 7 Programming Cookbook, Doug Bierer Learning PHP 7 High Performance, Altaf Hussain Modular Programming with PHP 7, Branko Ajzele Style and approach This book takes a practical, step-by-step approach with real-world examples that serve as building blocks for your application development and guide you through improving the quality of your code. Conduct repeatable, defensible investigations with EnCase Forensic v7 Maximize the powerful tools and features of the industry-leading digital investigation software. Computer Forensics and Digital Investigation with EnCase Forensic v7 reveals, step by step, how to detect illicit activity, capture and verify evidence, recover deleted and encrypted artifacts, prepare court-ready documents, and ensure legal and regulatory compliance. The book illustrates each concept using downloadable evidence from the National Institute of Standards and Technology CFReDS. Customizable sample procedures are included throughout this practical guide. Install EnCase Forensic v7 and customize the user interface Prepare your investigation and set up a new case Collect and verify evidence from suspect computers and networks Use the EnCase Evidence Processor and Case Analyzer Uncover clues using keyword searches and filter results through GREP Work with bookmarks, timelines, hash sets, and libraries Handle case closure, final disposition, and evidence destruction Carry out field investigations using EnCase Portable Learn to program in EnCase EnScript The following list describes what you can get from this book: Information that lets you get set up to develop using the Yocto Project. Information to help developers who are new to the open source environment and to the distributed revision control system Git, which the Yocto Project uses. An understanding of common end-to-end development models and tasks. Information about common development tasks generally used during image development for embedded devices. Information on using the Yocto Project integration of the QuickEMUlator (QEMU), which lets you simulate running on hardware an image you have built using the OpenEmbedded build system. Many references to other sources of related information. Over 80

recipes that will take your PHP 7 web development skills to the next level! About This Book This is the most up-to-date book in the market on PHP It covers the new features of version 7.x, best practices for server-side programming, and MVC frameworks The recipe-based approach will allow you to explore the unique capabilities that PHP offers to web programmers Who This Book Is For If you are an aspiring web developer, mobile developer, or backend programmer, then this book is for you as it will take your PHP programming skills to next level. Basic knowledge of PHP programming is assumed. What You Will Learn Use advanced PHP 7 features, such as the Abstract Syntax Tree, Uniform Variable Syntax, Scalar Type Hints, Generator Delegation, Anonymous Classes, and the Context Sensitive Lexer Discover where and when PHP 5 code needs to be re-written to avoid backwards-compatibility breaks Improve the overall application security and error handling by taking advantage of classes that implement the new throwable interface Solve practical real-world programming problems using PHP 7 Develop middle-wareclasses that allow PHP developers to gluedifferent open source libraries together seamlessly Define and Implement PSR-7 classes Create custom middleware using PSR-7 compliant classes Test and debug your code, and get to know the best practices In Detail PHP 7 comes with a myriad of new features and great tools to optimize your code and make your code perform faster than in previous versions. Most importantly, it allows you to maintain high traffic on your websites with low-cost hardware and servers through a multithreading web server. This book demonstrates intermediate to advanced PHP techniques with a focus on PHP 7. Each recipe is designed to solve practical, real-world problems faced by PHP developers like yourself every day. We also cover new ways of writing PHP code made possible only in version 7. In addition, we discuss backward-compatibility breaks and give you plenty of guidance on when and where PHP 5 code needs to be changed to produce the correct results when running under PHP 7. This book also incorporates the latest PHP 7.x features. By the end of the book, you will be equipped with the tools and skills required to deliver efficient applications for your websites and enterprises. Style and approach This book takes a recipe-based approach, with real-world examples that can serve as building blocks for a larger application. Each recipe is self-contained with no external dependencies. This book follows a problem-solution strategy so you understand how to deal with various scenarios you may encounter while using PHP 7 in your daily activities. Use scikit-learn to apply machine learning to real-world problems About This Book Master popular machine learning models including k-nearest neighbors, random forests, logistic regression, k-means, naive Bayes, and artificial neural networks Learn how to build and evaluate performance of efficient models using scikit-learn Practical guide to master your basics and learn from real life applications of machine learning Who This Book Is For This book is intended for software engineers who want to understand how common machine learning algorithms work and develop an intuition for how to use them, and for data

scientists who want to learn about the scikit-learn API. Familiarity with machine learning fundamentals and Python are helpful, but not required. What You Will Learn Review fundamental concepts such as bias and variance Extract features from categorical variables, text, and images Predict the values of continuous variables using linear regression and K Nearest Neighbors Classify documents and images using logistic regression and support vector machines Create ensembles of estimators using bagging and boosting techniques Discover hidden structures in data using K-Means clustering Evaluate the performance of machine learning systems in

common tasks In Detail Machine learning is the buzzword bringing computer science and statistics together to build smart and efficient models. Using powerful algorithms and techniques offered by machine learning you can automate any analytical model. This book examines a variety of machine learning models including popular machine learning algorithms such as k-nearest neighbors, logistic regression, naive Bayes, k-means, decision trees, and artificial neural networks. It discusses data preprocessing, hyperparameter optimization, and ensemble methods. You will build systems that classify documents, recognize images, detect ads, and more. You

will learn to use scikit-learn's API to extract features from categorical variables, text and images; evaluate model performance, and develop an intuition for how to improve your model's performance. By the end of this book, you will master all required concepts of scikit-learn to build efficient models at work to carry out advanced tasks with the practical approach. Style and approach This book is motivated by the belief that you do not understand something until you can describe it simply. Work through toy problems to develop your understanding of the learning algorithms and models, then apply your learnings to real-life problems.