Pi Best Practices Naming Conventions Sap

This volume constitutes the proceedings of the combined 7th International Workshop on Trends in Enterprise Architecture Research (TEAR 2012) and the 5th Working Conference on Practice-Driven Research on Enterprise Transformation (PRET-5), held in Barcelona, Spain, October 23-24, 2012, and co-located with The Open Group's Conference on Enterprise Architecture, Cloud Computing, and Security. Joining the forces of the two events with The Open Group Conference provided the unique opportunity for an intensive exchange between practitioners as well as for discussions on standardization efforts and academic research in the areas of enterprise transformation and enterprise architecture (EA). Based on careful reviews by at least three Program Committee members, 18 papers were chosen for inclusion in these proceedings. They were presented in six sessions on enterprise architecture management (EAM) effectivity, languages for EA, EAM and the ability to change, advanced topics in EA, governing enterprise transformations, and EA applications.

Implement a powerful end-to-end SAP administration solution Get peak performance from your SAP ERP infrastructure using the detailed implementation, maintenance, and support information in this comprehensive resource. SAP Basis Administration Handbook, NetWeaver Edition delivers integrated management strategies covering both ABAP and Java stacks. Discover how to deploy components, accurately size throughout, configure Oracle databases, back up your system, and repair performance problems. Career trends, certification requirements, and marketable SAP Basis skills are also discussed in this practical guide. Essential Skills for SAP Professionals: Plan, prepare, and install SAP NetWeaver Application Server Set up, configure, and troubleshoot Java and ABAP stacks Establish server infrastructure and efficiently balance workloads Incorporate transport management and software logistics Resolve performance issues and startup problems Access SAP support infrastructure through SAP Service Marketplace Manage and back up Oracle databases using BR*TOOLS Perform system copies, stack upgrades, and OS/DB migrations

The objective of this tutorial is to make you understand - what is SAP Process Integration? We will not go into the nitty-gritty of the subject but we will discuss the architecture and different features of SAP PI. We will cover the basic features only and will avoid discussing all features in this tutorial.Next there are a set of case studies which will give you an idea about the industry level utilization of SAP PI. Once you get more acquainted with the subject, you should try to solve them. The test cases are prepared in a manner so that it will take you down into the subject from simple to more complexes with each lesson and will give you an overall idea of the subject.

Suitable for a first year graduate course, this textbook unites the applications of numerical mathematics and scientific computing to the practice of chemical engineering. Written in a pedagogic style, the book describes basic linear and nonlinear algebric systems all the way through to stochastic methods, Bayesian statistics and parameter estimation. These subjects are developed at a level of mathematics suitable for graduate engineering study without the exhaustive level of the theoretical mathematical detail. The implementation of numerical methods in MATLAB is integrated within each chapter and numerous examples in chemical engineering are provided, with a library of corresponding MATLAB programs. This book will provide the graduate student with essential tools required by industry and research alike. Supplementary material includes solutions to homework problems set in the text, MATLAB programs and tutorial, lecture slides, and complicated derivations for the more advanced reader. These are available online at www.cambridge.org/9780521859714.

Consistent, high-quality coding standards improve software quality, reduce time-to-market, promote teamwork, eliminate time wasted on inconsequential matters, and simplify maintenance. Now, two of the world's most respected C++ experts distill the rich collective experience of the global C++ community into a set of coding standards that every developer and development team can understand and use as a basis for their own coding standards. The authors cover virtually every facet of C++ programming: design and coding style, functions, operators, class design, inheritance, construction/destruction, copying, assignment, namespaces, modules, templates, genericity, exceptions, STL containers and algorithms, and more. Each standard is described concisely, with practical examples. From type definition to error handling, this book presents C++ best practices, including some that have only recently been identified and standardized-techniques you may not know even if you've used C++ for years. Along the way, you'll find answers to questions like What's worth standardizing--and what isn't? What are the best ways to code for scalability? What are the elements of a rational error handling policy? How (and why) do you avoid unnecessary initialization, cyclic, and definitional dependencies? When (and how) should you use static and dynamic polymorphism together? How do you practice "safe" overriding? When should you provide a no-fail swap? Why and how should you prevent exceptions from propagating across module boundaries? Why shouldn't you write namespace declarations or directives in a header file? Why should you use STL vector and string instead of arrays? How do you choose the right STL search or sort algorithm? What rules should you follow to ensure type-safe code? Whether you're working alone or with others, C++ Coding Standards will help you write cleaner code--and write it faster, with fewer hassles and less frustration.

The Mycenaean Linear B tablets include numerous references to religion, such as details of offerings, banqueting foodstuffs or land-tenure relating to cult personnel. While contributing significantly to our understanding of early Greek religion, the documents are exclusively economic and administrative records and the limitations of such sources have long been recognised. Few attempts have been made, however, to analyse the purely economic information about religion we do have in Linear B. Such analysis is essential to understanding the place of religion in Mycenaean palace society. This book asks a simple but important question: What proportion of the resources available to the palaces was directed towards support for religion? Price approx.

Are you ready for the latest process integration solution from SAP? Meet SAP Process Orchestration! This is your complete guide to the tools and components of SAP PO. Learn how to build and configure interfaces and use SAP BPM to manage your business processes. Thanks to both a practical and comprehensive approach, you'll find out how to configure the System Landscape Directory, create an iFlow, monitor message processing, create BPM processes, and so much more.

With this practical guide, you ll learn how to develop mappings, adapters, and proxies for SAP NetWeaver Process Integration. Each exercise includes detailed descriptions for all development and configuration objects (including monitoring), and then concludes with an integration example. The book is suitable for SAP NetWeaver PI beginners, and can also serve as a reference guide for experienced users. Presentation from a Developer s Perspective Provides a detailed overview of the features and capabilities of SAP NetWeaver PI from a developer s point of view. Comprehensive Exercises Explains

mappings, adapters, and proxies using practical, hands-on development of components. Concrete Activity Guidelines Offers detailed tutorials with numerous programming examples to explain the implementation of all development and configuration objects. Multilayer Scenario Uses an integration example to explain the process of implementing a sales process (inquiry, quotation, ordering, and billing). Presentation Across Releases Provides an overview of all procurement processes, along with a list of the transactions in the SAP system.

Discover best practices and troubleshooting solutions when working on ROS Key Features Develop complex robotic applications using ROS to interface robot manipulators and mobile robots Gain insight into autonomous navigation in mobile robots and motion planning in robot manipulators Discover best practices and troubleshooting solutions Book Description In this day and age, robotics has been gaining a lot of traction in various industries where consistency and perfection matter. Automation is achieved via robotic applications and various platforms that support robotics. The Robot Operating System (ROS) is a modular software platform to develop generic robotic applications. This book focuses on the most stable release of ROS (Kinetic Kame), discusses advanced concepts, and effectively teaches you programming using ROS. We begin with aninformative overview of the ROS framework, which will give you a clear idea of how ROS works. During the course of this book, you'll learn to build models of complex robots, and simulate and interface the robot using the ROS MoveIt! motion planning library and ROS navigation stacks. Learn to leverage several ROS packages to embrace your robot models. After covering robot manipulation and navigation, you'll get to grips with the interfacing I/O boards, sensors, and actuators of ROS. Vision sensors are a key component of robots, and an entire chapter is dedicated to the vision sensor and image elaboration, its interface in ROS and programming. You'll also understand the hardware interface and simulation of complex robots to ROS and ROS Industrial. At the end of this book, you'll discover the best practices to follow when programming using ROS. What you will learn Create a robot model with a seven-DOF robotic arm and a differential wheeled mobile robot Work with Gazebo and V-REP robotic simulator Implement autonomous navigation in differential drive robots using SLAM and AMCL packages Explore the ROS Pluginlib, ROS nodelets, and Gazebo plugins Interface I/O boards such as Arduino, robot sensors, and high-end actuators Simulate and motion plan an ABB and universal arm using ROS Industrial Explore the latest version of the ROS framework Work with the motion planning of a seven-DOF arm using MoveIt! Who this book is for If you are a robotics enthusiast or researcher who want to learn more about building robot applications using ROS, this book is for you. In order to learn from this book, you should have a basic knowledge of ROS, GNU/Linux, and C++ programming concepts. The book is also excellent for programmers who want to explore the advanced features of ROS.

PHP and MySQL Web Development, Fifth Edition The definitive guide to building database-driven Web applications with PHP and MySQL PHP and MySQL are popular open-source technologies that are ideal for quickly developing database-driven Web applications. PHP is a powerful scripting language designed to enable developers to create highly featured Web applications quickly, and MySQL is a fast, reliable database that integrates well with PHP and is suited for dynamic Internet-based applications. PHP and MySQL Web Development shows how to use these tools together to produce effective, interactive Web applications. It clearly describes the basics of the PHP language, explains how to set up and work with a MySQL database, and then shows how to use PHP to interact with the database and the server. This practical, hands-on book consistently focuses on real-world applications, even in the introductory chapters. The authors cover important aspects of security and authentication as they relate to building a real-world website and show you how to implement these aspects in PHP and MySQL. They also introduce you to the integration of front-end and back-end technologies by using JavaScript in your application development. The final part of this book describes how to approach real-world projects and takes the reader through the design, planning, and building of several projects, including: User authentication and personalization Web-based email Social media integration Shopping cart The fifth edition of PHP and MySQL Web Development has been thoroughly updated, revised, and expanded to cover developments in PHP through versions 5.6 and 7, as well as features introduced in recent stable releases of MySQL. Free Access to Web Edition Purchase of this book in any format, electronic or print, includes free access to the corresponding Web Edition, which provides several special features: The complete text of the book online Exercises and interactive quizzes to test your understanding of the material Bonus chapters not included in the print or e-book editions Updates and corrections as they become available The Web Edition can be viewed on all types of computers and mobile devices with any modern web browser that supports HTML5. Contents at a Glance Part I: Using PHP 1 PHP Crash Course 2 Storing and Retrieving Data 3 Using Arrays 4 String Manipulation and Regular Expressions 5 Reusing Code and Writing Functions 6 Object-Oriented PHP 7 Error and Exception Handling Part II: Using MySQL 8 Designing Your Web Database 9 Creating Your Web Database 10 Working with Your MySQL Database 11 Accessing Your MySQL Database from the Web with PHP 12 Advanced MySQL Administration 13 Advanced MySQL Programming Part III: Web Application Security 14 Web Application Security Risks 15 Building a Secure Web Application 16 Implementing Authentication Methods with PHP Part IV: Advanced PHP Techniques 17 Interacting with the File System and the Server 18 Using Network and Protocol Functions 19 Managing the Date and Time 20 Internationalization and Localization 21 Generating Images 22 Using Session Control in PHP 23 Integrating JavaScript and PHP 24 Other Useful Features Part V: Building Practical PHP and MySQL Projects 25 Using PHP and MySQL for Large Projects 26 Debugging and Logging 27 Building User Authentication and Personalization 28 (Web Edition) Building a Web-Based Email Client with Laravel Part I 29 (Web Edition) Building a Web-Based Email Client with Laravel Part II 30 (Web Edition) Social Media Integration Sharing and Authentication 31 (Web Edition) Building a Shopping Cart Part VI: Appendix A Installing Apache, PHP, and MySQL

SAP can help you capture better information and deliver it more quickly, allowing you to make better decisions and maximize the business value of everything you do. However, SAP implementations require massive effort, total buy-in, and significant change throughout the organization. In SAP Implementation Unleashed, 10 expert SAP project managers, functional consultants, and technologists guide you through the entire journey, helping you avoid pain and pitfalls and gain all the benefits of SAP. The authors introduce start-to-finish business, technical, and project management roadmaps for successful SAP implementation. Then, drawing on their immense experience, they walk you through the entire process of planning and deployment—addressing make-or-break issues and hidden gaps that other guidebooks ignore. You'll discover how to employ processes, models, and toolsets that help you achieve implementation excellence while systematically reducing cost and business risk. Along the way, you'll find actionable advice and real-world insight into innovative project management, best-suited leadership, effective load testing, contemporary infrastructure implementation, and more. George W. Anderson is responsible for providing enterprise applications thought leadership for the EDS/HP office of the CTO. A long-time SAP consultant and PMI-certified project manager, George has authored several best-selling books and enjoys new challenges. Charles D. Nilson is a senior program manager for EDS/HP and has led many successful SAP implementation teams over the years. He is a PMI PMP and is SAP Partner Academy certified in MM and PP. Tim Rhodes is a senior SAP technical consultant for EDS/HP and a Basis/infrastructure veteran focused on implementing, migrating, and upgrading SAP Business Suite and NetWeaver solutions. Tim is also an SAP-certified technical consultant, OCP, MCSE, and HP Master ASE. Detailed Information on How To... Define the business vision driving your implementation, and use it to design your solution Use TCO techniques to fully understand SAP's financial impact in your organization Structure your SAP project management office, business teams, technical support organization, and overall project team Size, plan, and test your SAP infrastructure to deliver the best performance and availability at the best cost Integrate SAP into an SOA environment Install and configure SAP Business Suite and NetWeaver components Perform basic functional configuration, testing, and change management activities Enable a smooth transition by successfully performing the critical tasks that immediately precede SAP Go-Live Choose the right mix of tools and applications to test, manage, and monitor SAP Prepare your SAP Operations team for its post-implementation responsibilities

For courses focusing on Windows 2000 and .NET Operating Systems MCSE/MSCA Certification. The hallmark of the Laudon publishing program implements a tested and validated approach to learning. The textbooks in this series provide students with a 4-color, step-by-step, graphical, illustrated approach. The books are organized by learning objectives and are correlated to the required MCSE/MCSA objectives.

BIM Demystified is a short, practical introduction to Building Information Modelling (BIM). Addressing BIM from the point of view of mainstream practice as opposed to a cutting-edge technological perspective, it offers a user-friendly yet thorough explanation of a subject which is often swamped by jargon and deluged with spin. Taking a wide view of BIM – encompassing business opportunity, Code of Conduct, cultural issues and the necessity for better legal arrangements too – the book's chapters range from the BIM ingredients (including objects, parametrics, and standards), to the business case for BIM and how to implement it. BIM requires a shift in attitudes if its benefits are to be obtained – and this book will allow individuals at all levels in any practice to build a firmer understanding of the merits and wider application of the subject. It brings together both managers and technologists within businesses throughout the AECC chain to form better and more valuable propositions for built environment interventions.

Learn how to use a Raspberry Pi in conjunction with an Arduino to build a basic robot with advanced capabilities. Getting started in robotics does not have to be difficult. This book is an insightful and rewarding introduction to robotics and a catalyst for further directed study. You'll be led step by step through the process of building a robot that uses the power of a Linux based computer paired with the simplicity of Arduino. You'll learn why the Raspberry Pi is a great choice for a robotics platform; its strengths as well as its shortcomings; how to overcome these limitations by implementing an Arduino; and the basics of the Python programming language as well as some of the more powerful features. With the Raspberry Pi you can give your project the power of a Linux computer, while Arduino makes interacting with sensors and motors very easy. These two boards are complimentary in their functions; where one falters the other performs admirably. The book also includes references to other great works to help further your growth in the exciting, and now accessible, field of smart robotics. As a bonus, the final chapter of the book demonstrates the real power of the Raspberry Pi by implementing a basic vision system. Using OpenCV and a standard USB web cam, you will build a robot that can chase a ball. What You'll Learn Install Raspbian, the operating system that drives the Raspberry Pi Drive motors through an I2C motor controller Read data through sensors attached to an Arduino Who This Book Is For Hobbyists and students looking for a rapid start in robotics. It assumes no technical background. Readers are guided to pursue the areas that interest them in more detail as they learn.

Learn Raspberry Pi Programming with Python will show you how to program your nifty new $35 computer to make a web spider, a weather station, a media server, and more. You'll learn how to program in Python on your Raspberry Pi with hands-on examples and fun projects. Even if you're completely new to programming in general, you'll figure out how to create a home security system, an underwater photography system, an RC plane with a camera, and even a near-space weather balloon with a camera. You'll learn how to make a variety of fun and even useful projects, from a web bot to search and download files to a toy to drive your pets insane. You'll even learn how to use Pi with Arduino as well as Pi with Gertboard, an expansion board with an onboard ATmega microcontroller.

* Treats LISP as a language for commercial applications, not a language for academic AI concerns. This could be considered to be a secondary text for the Lisp course that most schools teach . This would appeal to students who sat through a LISP course in college without quite getting it – so a "nostalgia" approach, as in "wow-lisp can be practical..." * Discusses the Lisp programming model and environment. Contains an introduction to the language and gives a thorough overview of all of Common Lisp's main features. * Designed for experienced programmers no matter what languages they may be coming from and written for a modern audience—programmers who are familiar with languages like Java, Python, and Perl. * Includes several examples of working code that actually does something useful like Web programming and database access.

A leading investment professional explains the world of impact investing--investing in businesses and projects with a social and financial return--and shows what it takes to make sustainable, transformative change. Impact investment--the support of social and environmental projects with a financial return--has become a hot topic on the global stage; poised to eclipse traditional aid by ten times in the next decade. But the field is at a tipping point: Will impact investment empower millions of people worldwide, or will it replicate the same mistakes that have plagued both aid and finance? Morgan Simon is an investment professional who works at the nexus of social finance and social justice. In Real Impact, she teaches us how to get it right, leveraging the world's resources to truly transform the economy. Over the past seventeen years, Simon has influenced over $150 billion from endowments, families, and foundations. In Real Impact, Simon shares her experience as both investor and activist to offer clear strategies for investors, community leaders, and entrepreneurs alike. Real Impact is essential reading for anyone seeking real change in the world.

This IBM® Redbooks® publication provides operations teams with architectural design patterns and guidelines for the day-to-day challenges that they face when managing their IBM Business Process Manager (BPM) infrastructure. Today, IBM BPM L2 and L3 Support and SWAT teams are constantly advising customers how to deal with the following common challenges: Deployment options (on-premises, patterns, cloud, and so on) Administration DevOps Automation Performance monitoring and tuning Infrastructure management Scalability High Availability and Data Recovery Federation This publication enables customers to become self-sufficient, promote consistency and accelerate IBM BPM Support engagements. This IBM Redbooks publication is targeted toward technical professionals (technical support staff, IT Architects, and IT Specialists) who are responsible for meeting day-to-day challenges that they face when they are managing an IBM BPM infrastructure.

Build it with Python, the popular and batteries-included programming tool Key Features ? Get familiar with the fundamentals of Python. ? Understand the OOP paradigm and learn to write your custom object classes. ? Explore tools and techniques to measure code execution for Performance Optimization. ? Understand how Python is used in the main Cryptographic mechanisms. Description "Python In-Depth" gives you a detailed presentation of the possibilities for solving everyday problems, even complex ones using Python. You will begin by setting up Python in your system and then learn about the fundamentals of Python so that you have a rock-solid foundation to build upon. You will explore the foundations of Python programming, such as the built-in data types, functions, objects and classes, files, etc. You will then explore the different programming paradigms such as OOP, Functional, and Concurrent, and find the best approach given a situation. You will also learn how to utilize an interchange format to exchange data and understand how to carry out performance optimization, effective debugging, and security, among other techniques. Towards the end, you will enjoy two chapters dedicated to two domains where Python usage is currently very strong: Data Science and Web Development. What will you

learn ? Learn how to improve your Python Code Quality. ? Explore the techniques and frameworks for Python GUI Programming. ? Solve Data Science and Machine Learning problems using Python. ? Get familiar with Python web frameworks; Django and Flask. Who this book is for This book is for anyone who is new to Software Development and wants to learn Python. Existing Python users can also use this book for a quick reference for the fundamentals and the features introduced in Python 3.7. Table of Contents 1. Getting Started with Python 2. Program Flow and Error Handling 3. Functions, Modules, and Functional Programming 4. Useful Modules and Libraries 5. Object Orientation 6. Decorators and Iterators 7. Files and Data Persistence 8. Context Managers 9. Performance Optimization 10. Cryptography 11. Concurrent Execution 12. Logging and Debugging 13. Code Style and Quality Assurance 14. Code Packaging and Dependencies 15. GUI Programming 16. Web Development 17. Data Science

Supports the new version of Flash, due later this year; will be a huge market Provides professional best practices—strong emphasis on planning, documentation, and adhering to strict and clean coding from the outset Teaches you to create dynamic, reusable rich-client web applications and services

This IBM® Redbooks® publication describes changes in installation and migration when migrating from a current z/OS® V1R10 and z/OS V1R11 to z/OS V1R12. Also described are tasks to prepare for the installation of z/OS V1R12, including ensuring that driving system and target system requirements are met, and coexistence requirements are satisfied. New migration actions are introduced in z/OS V1R12. This book focuses on identifying some of the new migration actions that must be performed for selected elements when migrating to z/OS V1R12. This book describes the following enhancements: z/OS V1R12 installation, HiperDispatch, System Logger, Auto-reply to WTORs, Real Storage Manager (RSM) DFSMS, DFSORT, Services aids, z/OS Infoprint Server, TSO/E, RMFTM, Language Environment®, BCP allocation XML System Services, z/OS UNIX® System Services, BCP supervisor, Extended Address Volumes HyperSwap®. BCPii, (de)ciphering, Predictive Failure Analysis, C language, Hardware instrumentation services FICON® dynamic channel-path management, Workload Manager, SDSF, JES2, JES3, SMF, GRS, XCF, HCD Unicode, Capacity provisioning, RRS, Parallel subsystems initialization z/OS Management Facility (z/OSMF)

This volume, The Sun to the Earth-and Beyond: Panel Reports, is a compilation of the reports from five National Research Council (NRC) panels convened as part of a survey in solar and space physics for the period 2003-2013. The NRC's Space Studies Board and its Committee on Solar and Space Physics organized the study. Overall direction for the survey was provided by the Solar and Space Physics Survey Committee, whose report, The Sun to the Earth-and Beyond: A Decadal Research Strategy in Solar and Space Physics, was delivered to the study sponsors in prepublication format in August 2002. The final version of that report was published in June 2003. The panel reports provide both a detailed rationale for the survey committee's recommendations and an expansive view of the numerous opportunities that exist for a robust program of exploration in solar and space physics.

Many programmers code by instinct, relying on convenient habits or a "style" they picked up early on. They aren't conscious of all the choices they make, like how they format their source, the names they use for variables, or the kinds of loops they use. They're focused entirely on problems they're solving, solutions they're creating, and algorithms they're implementing. So they write code in the way that seems natural, that happens intuitively, and that feels good. But if you're serious about your profession, intuition isn't enough. Perl Best Practices author Damian Conway explains that rules, conventions, standards, and practices not only help programmers communicate and coordinate with one another, they also provide a reliable framework for thinking about problems, and a common language for expressing solutions. This is especially critical in Perl, because the language is designed to offer many ways to accomplish the same task, and consequently it supports many incompatible dialects. With a good dose of Aussie humor, Dr. Conway (familiar to many in the Perl community) offers 256 guidelines on the art of coding to help you write better Perl code--in fact, the best Perl code you possibly can. The guidelines cover code layout, naming conventions, choice of data and control structures, program decomposition, interface design and implementation, modularity, object orientation, error handling, testing, and debugging. They're designed to work together to produce code that is clear, robust, efficient, maintainable, and concise, but Dr. Conway doesn't pretend that this is the one true universal and unequivocal set of best practices. Instead, Perl Best Practices offers coherent and widely applicable suggestions based on real-world experience of how code is actually written, rather than on someone's ivory-tower theories on howsoftware ought to be created. Most of all, Perl Best Practices offers guidelines that actually work, and that many developers around the world are already using. Much like Perl itself, these guidelines are about helping you to get your job done, without getting in the way. Praise for Perl Best Practices from Perl community members: "As a manager of a large Perl project, I'd ensure that every member of my team has a copy of Perl Best Practices on their desk, and use it as the basis for an in-house style guide."-- Randal Schwartz "There are no more excuses for writing bad Perl programs. All levels of Perl programmer will be more productive after reading this book."-- Peter Scott "Perl Best Practices will be the next big important book in the evolution of Perl. The ideas and practices Damian lays down will help bring Perl out from under the embarrassing heading of "scripting languages". Many of us have known Perl is a real programming language, worthy of all the tasks normally delegated to Java and C++. With Perl Best Practices, Damian shows specifically how and why, so everyone else can see, too."-- Andy Lester "Damian's done what many thought impossible: show how to build large, maintainable Perl applications, while still letting Perl be the powerful, expressive language that programmers have loved for years."-- Bill Odom "Finally, a means to bring lasting order to the process and product of real Perl development teams."-- Andrew Sundstrom "Perl Best Practices provides a valuable education in how to write robust, maintainable Perl, and is a definitive citation source when coaching other programmers."-- Bennett Todd"I've been teaching Perl for years, and find the same question keeps being asked: Where can I find a reference for writing reusable, maintainable Perl code? Finally I have a decent answer."-- Paul Fenwick"At last a well researched, well thought-out, comprehensive guide to Perl style. Instead of each of us developing our own, we can learn good practices from one of Perl's most prolific and experienced authors. I recommend this book to anyone who prefers getting on with the job rather than going back and fixing errors caused by syntax and poor

style issues."-- Jacinta Richardson"If you care about programming in any language read this book. Even if you don't intend to follow all of the practices, thinking through your style will improve it."-- Steven Lembark"The Perl community's best author is back with another outstanding book. There has never been a comprehensive reference on high quality Perl coding and style until Perl Best Practices. This book fills a large gap in every Perl bookshelf."-- Uri Guttman

Take your Python skills to the next level to develop scalable, real-world applications for local as well as cloud deployment Key Features All code examples have been tested with Python 3.7 and Python 3.8 and are expected to work with any future 3.x release Learn how to build modular and object-oriented applications in Python Discover how to use advanced Python techniques for the cloud and clusters Book Description Python is a multipurpose language that can be used for multiple use cases. Python for Geeks will teach you how to advance in your career with the help of expert tips and tricks. You'll start by exploring the different ways of using Python optimally, both from the design and implementation point of view. Next, you'll understand the life cycle of a large-scale Python project. As you advance, you'll focus on different ways of creating an elegant design by modularizing a Python project and learn best practices and design patterns for using Python. You'll also discover how to scale out Python beyond a single thread and how to implement multiprocessing and multithreading in Python. In addition to this, you'll understand how you can not only use Python to deploy on a single machine but also use clusters in private as well as in public cloud computing environments. You'll then explore data processing techniques, focus on reusable, scalable data pipelines, and learn how to use these advanced techniques for network automation, serverless functions, and machine learning. Finally, you'll focus on strategizing web development design using the techniques and best practices covered in the book. By the end of this Python book, you'll be able to do some serious Python programming for large-scale complex projects. What you will learn Understand how to design and manage complex Python projects Strategize test-driven development (TDD) in Python Explore multithreading and multiprogramming in Python Use Python for data processing with Apache Spark and Google Cloud Platform (GCP) Deploy serverless programs on public clouds such as GCP Use Python to build web applications and application programming interfaces Apply Python for network automation and serverless functions Get to grips with Python for data analysis and machine learning Who this book is for This book is for intermediate-level Python developers in any field who are looking to build their skills to develop and manage large-scale complex projects. Developers who want to create reusable modules and Python libraries and cloud developers building applications for cloud deployment will also find this book useful. Prior experience with Python will help you get the most out of this book.

This book covers Flash for the everyday developer. The average Flash developer doesn't have luxurious timelines, employers who understand the value of reusability, or the help of an information architect to design a usable experience. This book helps bridge the gap for these coders who may be used to C++, Java, or C# and want to move over to Flash. Griffith covers real-world scenarios pulled from his own experiences developing games for over 8 years in the industry. Gifts from Griffith's REAL-WORLD experiences include: Game design templates and pre-written scripts to automate tasks within Flash; Classes for handling common math computations used in gaming, so that game developers can see how to set up a simple game flow; Powerful debugging tools for your games(debuggers for Flash games are hard to come by, and this book provides them for you). The associated web site offers: Code from the game examples in the book with fully build-able source files. Additional code snippets, classes, and utilities. Scripts for automating tedious and repetitive tasks within Flash. Template game-design documents for planning game proposals in the same manner outlined in the book. Links to other helpful online resources for both Flash and game development.

Libraries organize information and data is information, so it is natural that librarians should help people who need to find, organize, use, or store data. Organizations need evidence for decision making; data provides that evidence. Inventors and creators build upon data collected by others. All around us, people need data. Librarians can help increase the relevance of their library to the research and education mission of their institution by learning more about data and how to manage it. Data Management will guide readers through: Understanding data management basics and best practices. Using the reference interview to help with data management Writing data management plans for grants. Starting and growing a data management service. Finding collaborators inside and outside the library. Collecting and using data in different disciplines.

Currently used at many colleges, universities, and high schools, this hands-on introduction to computer science is ideal for people with little or no programming experience. The goal of this concise book is not just to teach you Java, but to help you think like a computer scientist. You'll learn how to program—a useful skill by itself—but you'll also discover how to use programming as a means to an end. Authors Allen Downey and Chris Mayfield start with the most basic concepts and gradually move into topics that are more complex, such as recursion and object-oriented programming. Each brief chapter covers the material for one week of a college course and includes exercises to help you practice what you've learned. Learn one concept at a time: tackle complex topics in a series of small steps with examples Understand how to formulate problems, think creatively about solutions, and write programs clearly and accurately Determine which development techniques work best for you, and practice the important skill of debugging Learn relationships among input and output, decisions and loops, classes and methods, strings and arrays Work on exercises involving word games, graphics, puzzles, and playing cards

With step-by-step guidelines, this bestselling reference discusses the management of project opportunities by expanding the traditional risk management process to address opportunities alongside threats. It offers valuable tools and techniques that expose and capture opportunities, minimize threats, and deal with all types of uncertainty in your bu

The aim of this book is to equip biostatisticians and other quantitative scientists with the necessary skills, knowledge, and habits to collaborate effectively with clinicians in the

healthcare field. The book provides valuable insight on where to look for information and material on sample size and statistical techniques commonly used in clinical research, and on how best to communicate with clinicians. It also covers the best practices to adopt in terms of project, time, and data management; relationship with collaborators; etc.
Trends in Enterprise Architecture Research and Practice-Driven Research on Enterprise Transformation7th Workshop, TEAR 2012, and 5th Working Conference, PRET 2012, Held at The Open Group Conference 2012, Barcelona, Spain, October 23-24, 2012, ProceedingsSpringer
This book constitutes the refereed proceedings of the 16th International Conference on Artificial Intelligence in Education, AIED 2013, held in Memphis, TN, USA in July 2013. The 55 revised full papers presented together with 73 poster presentations were carefully reviewed and selected from a total of 168 submissions. The papers are arranged in sessions on student modeling and personalization, open-learner modeling, affective computing and engagement, educational data mining, learning together (collaborative learning and social computing), natural language processing, pedagogical agents, metacognition and self-regulated learning, feedback and scaffolding, designed learning activities, educational games and narrative, and outreach and scaling up.
Program in assembly starting with simple and basic programs, all the way up to AVX programming. By the end of this book, you will be able to write and read assembly code, mix assembly with higher level languages, know what AVX is, and a lot more than that. The code used in Beginning x64 Assembly Programming is kept as simple as possible, which means: no graphical user interfaces or whistles and bells or error checking. Adding all these nice features would distract your attention from the purpose: learning assembly language. The theory is limited to a strict minimum: a little bit on binary numbers, a short presentation of logical operators, and some limited linear algebra. And we stay far away from doing floating point conversions. The assembly code is presented in complete programs, so that you can test them on your computer, play with them, change them, break them. This book will also show you what tools can be used, how to use them, and the potential problems in those tools. It is not the intention to give you a comprehensive course on all of the assembly instructions, which is impossible in one book: look at the size of the Intel Manuals. Instead, the author will give you a taste of the main items, so that you will have an idea about what is going on. If you work through this book, you will acquire the knowledge to investigate certain domains more in detail on your own. The majority of the book is dedicated to assembly on Linux, because it is the easiest platform to learn assembly language. At the end the author provides a number of chapters to get you on your way with assembly on Windows. You will see that once you have Linux assembly under your belt, it is much easier to take on Windows assembly. This book should not be the first book you read on programming, if you have never programmed before, put this book aside for a while and learn some basics of programming with a higher-level language such as C. What You Will Learn Discover how a CPU and memory works Appreciate how a computer and operating system work together See how high-level language compilers generate machine language, and use that knowledge to write more efficient code Be better equipped to analyze bugs in your programs Get your program working, which is the fun part Investigate malware and take the necessary actions and precautions Who This Book Is For Programmers in high level languages. It is also for systems engineers and security engineers working for malware investigators. Required knowledge: Linux, Windows, virtualization, and higher level programming languages (preferably C or C++).
Quickly discover solutions to common problems, best practices you can follow, and everything JavaScript has to offer. Using a problem-solution approach, this book takes you from language basics like built-in objects and flow control all the way to advanced optimization techniques, frameworks and Node.js. With JavaScript Recipes you will learn language fundamentals like types, conversions, execution contexts, expressions, operators, statements, and built-in objects. You'll explore and make the most of your script's host environment and how to create your own JavaScript host using Google's V8 engine. Employ advanced optimization techniques to create scripts that execute as fast, or faster, than native executables. JavaScript Recipes shows you how to avoid wasting development time and concentrate on developing cutting-edge applications. You'll see how much quicker and efficient it is to develop with JavaScript. Start becoming a JavaScript pro with JavaScript Recipes today. What You'll Learn Learn JavaScript language fundamentals and what they can do for you Use JavaScript's powerful features to develop next-generation applications Explore your script's host environment and extend it with your own objects Learn how to use Google's V8 Engine to create your own JavaScript environment Learn advanced optimization techniques Implement advanced techniques like closures, namespaces, and reflection How to use Node.js efficiently Who This Book Is For JavaScript developers who need to get development tasks accomplished quickly. This book will show you how you can leverage your Python skills to learn JavaScript by comparing them at the syntactical and semantical level. You'll discover why and when to use JavaScript, connect to a Node.js backend to create meaningful experiences, and finally create a full-stack application utilizing all layers of a web application.
The two-volume set of LNCS 11778 and 11779 constitutes the refereed proceedings of the 18th International Semantic Web Conference, ISWC 2019, held in Auckland, New Zealand, in October 2019. The ISWC conference is the premier international forum for the Semantic Web / Linked Data Community. The total of 74 full papers included in this volume was selected from 283 submissions. The conference is organized in three tracks: for the Research Track 42 full papers were selected from 194 submissions; the Resource Track contains 21 full papers, selected from 64 submissions; and the In-Use Track features 11 full papers which were selected from 25 submissions to this track.