

Qmap Study Guide

The leading reference in the field of geriatric care, Brocklehurst's Textbook of Geriatric Medicine and Gerontology, 8th Edition, provides a contemporary, global perspective on topics of importance to today's gerontologists, internal medicine physicians, and family doctors. An increased focus on frailty, along with coverage of key issues in gerontology, disease-specific geriatrics, and complex syndromes specific to the elderly, makes this 8th Edition the reference you'll turn to in order to meet the unique challenges posed by this growing patient population.

Consistent discussions of clinical manifestations, diagnosis, prevention, treatment, and more make reference quick and easy. More than 250 figures, including algorithms, photographs, and tables, complement the text and help you find what you need on a given condition. Clinical relevance of the latest scientific findings helps you easily apply the material to everyday practice. A new chapter on frailty, plus an emphasis on frailty throughout the book, addresses the complex medical and social issues that affect care, and the specific knowledge and skills essential for meeting your patients' complex needs. New content brings you up to date with information on gerontechnology, emergency and pre-hospital care, HIV and aging, intensive treatment of older adults, telemedicine, the built environment, and transcultural geriatrics. New editor Professor John Young brings a fresh perspective and unique expertise to this edition.

"I studied nothing but your material for two weeks until I felt prepared to take the NCLEX®. Studying your material gave me the confidence I needed to pass!"

—Rayena Thorne, nursing student at Wallace State

Covers exactly what you need to know to score higher on your NCLEX-PN® exam. Includes more than 1,000 sample test questions to help you determine whether you're ready to take the actual exam. Our popular Cram Sheet tear card helps you remember key concepts and facts. Use our innovative Quick-Check Answer Key System™ to quickly find answers as you work your way through the questions. Score Higher on the NCLEX-PN® Exam! The CD features 6 practice exams, giving you an effective tool to assess your readiness for the NCLEX-PN® exam. Key features include: All 1,000 questions in this book are included on the CD, giving you yet another effective tool to assess your readiness for the NCLEX-PN® exam. Multiple test modes, questions that simulate an actual exam, and detailed answer explanations. Written by Leading Experts!

Pearson IT Certification Practice Test minimum system requirements: Windows XP (SP3), Windows Vista (SP2), Windows 7, or Windows 8 Professional; Microsoft .NET Framework 4.0 Client; Pentium class 1GHz processor (or equivalent); 512 MB RAM; 650 MB hard disk space plus 50 MB for each downloaded practice exam; Connection to the Internet during installation for access code validation. NCLEX-PN® is a registered trademark of the National Council of State Boards of Nursing, Inc. (NCSBN), which does not sponsor or endorse this product.

The manual describes procedure for estimating the maximum probable

precipitation and the maximum probable flood. This is the third revised version. The first and second editions of this manual were published in 1973 and 1986, respectively. The current edition keeps a majority of the content from the second edition. Newly added content in this third edition primarily results from experiences, since 1986, in directly estimating PMP for the requirements of a given project in a design watershed on probable maximum flood (PMF) in China, the United States of America, Australia and India.--Publisher's description.

Qt is one of the most influential graphical toolkits for the Linux operating system and is quickly being adopted on other platforms (Windows, Mac OS) as well. It is necessary to learn for all Linux programmers. This book takes the reader step by step through the complexities of Qt, laying the groundwork that allows the reader to make the step from novice to professional. This book is full of real world examples that can be quickly integrated into a developer's project. While the reader is assumed to be a beginner at Qt development, they are required to have a working knowledge of C++ programming.

You too can follow in the steps of the great astronomers such as Hipparchus, Galileo, Kepler and Hubble, who all contributed so much to our modern understanding of the cosmos. This book gives the student or amateur astronomer the following tools to replicate some of these seminal observations from their own homes: With your own eyes: Use your own observations and measurements to discover and confirm the phenomena of the seasons, the analemma and the equation of time, the logic behind celestial coordinates, and even the precession of the equinoxes. With a consumer-grade digital camera: Record the changing brightness of an eclipsing binary star and show that a pulsating star changes color as it brightens and dims. Add an inexpensive diffraction grating to your camera and see the variety of spectral features in the stars, and demonstrate that the Sun's spectrum is similar to one particular type of stellar spectrum. With a backyard telescope: Add a CCD imager and you can measure the scale of the Solar System and the distance to a nearby star. You could even measure the distance to another galaxy and observe the cosmological redshift of the expanding universe. *Astronomical Discoveries You Can Make, Too!* doesn't just tell you about the development of astronomy; it shows you how to discover for yourself the essential features of the universe.

Applied Spatial Data Analysis with R, second edition, is divided into two basic parts, the first presenting R packages, functions, classes and methods for handling spatial data. This part is of interest to users who need to access and visualise spatial data. Data import and export for many file formats for spatial data are covered in detail, as is the interface between R and the open source GRASS GIS and the handling of spatio-temporal data. The second part showcases more specialised kinds of spatial data analysis, including spatial point pattern analysis, interpolation and geostatistics, areal data analysis and disease mapping. The coverage of methods of spatial data analysis ranges from standard techniques to new developments, and the examples used are largely taken from

the spatial statistics literature. All the examples can be run using R contributed packages available from the CRAN website, with code and additional data sets from the book's own website. Compared to the first edition, the second edition covers the more systematic approach towards handling spatial data in R, as well as a number of important and widely used CRAN packages that have appeared since the first edition. This book will be of interest to researchers who intend to use R to handle, visualise, and analyse spatial data. It will also be of interest to spatial data analysts who do not use R, but who are interested in practical aspects of implementing software for spatial data analysis. It is a suitable companion book for introductory spatial statistics courses and for applied methods courses in a wide range of subjects using spatial data, including human and physical geography, geographical information science and geoinformatics, the environmental sciences, ecology, public health and disease control, economics, public administration and political science. The book has a website where complete code examples, data sets, and other support material may be found: <http://www.asdar-book.org>. The authors have taken part in writing and maintaining software for spatial data handling and analysis with R in concert since 2003.

Provides information on how to create custom maps from tools available over the Internet.

"Only small secrets need to be protected. The large ones are kept secret by the public's incredulity." - Marshall McLuhan
The media's favorite "hoax" is the Q Anon movement. Is it a joke? Is it dangerous? Who's involved and how did it begin? "Q Anon, An Invitation to The Great Awakening," explains the phenomena with the help of 12 citizen journalists-from the very first Q post right up until present day.

Use the PEPP Textbook in the EPC Course! Emergency Pediatric Care (EPC) is a comprehensive NAEMT education program for EMS practitioners on the care of sick and injured children, addressing a full spectrum of emergency illnesses, injuries and scenarios that an EMS practitioner might encounter. Pediatric Education for Prehospital Professionals, Third Edition represents a comprehensive source of prehospital medical information for the emergency care of infants and children. PEPP is designed to give prehospital professionals the education, skills, and confidence they need to effectively treat pediatric patients. Developed by the American Academy of Pediatrics, PEPP specifically teaches prehospital professionals how to better assess and manage ill or injured children. PEPP combines comprehensive medical content with dynamic features to fully prepare prehospital professionals to care for children in the field.

A new guide designed to ensure confident prescribing in specialist areas. The need for this text stems from the necessity to develop non-medical prescribing in practice. It offers a resource for all non-medical prescribers including nurses, pharmacists, optometrists, physiotherapists and other healthcare professionals who desire to become supplementary or independent prescribers in their field. The book is divided into two comprehensive sections and provides an overview of non-medical prescribing by healthcare professionals other than doctors.

This complete tutorial and reference assumes no previous knowledge of C, C++, objects, or patterns. Readers will walk through every core concept, one step at a time, learning through an extensive collection of Qt 4.1-tested examples and exercises.

"This is Effective C++ volume three - it's really that good." - Herb Sutter, independent consultant and secretary of the ISO/ANSI C++ standards committee
"There are very few books

which all C++ programmers must have. Add Effective STL to that list." - Thomas Becker, Senior Software Engineer, Zephyr Associates, Inc., and columnist, C/C++ Users Journal C++'s Standard Template Library is revolutionary, but learning to use it well has always been a challenge. Until now. In this book, best-selling author Scott Meyers (Effective C++ , and More Effective C++) reveals the critical rules of thumb employed by the experts - the things they almost always do or almost always avoid doing - to get the most out of the library. Other books describe what's in the STL. Effective STL shows you how to use it. Each of the book's 50 guidelines is backed by Meyers' legendary analysis and incisive examples, so you'll learn not only what to do, but also when to do it - and why. Highlights of Effective STL include: Advice on choosing among standard STL containers (like vector and list), nonstandard STL containers (like hash_set and hash_map), and non-STL containers (like bitset). Techniques to maximize the efficiency of the STL and the programs that use it. Insights into the behavior of iterators, function objects, and allocators, including things you should not do. Guidance for the proper use of algorithms and member functions whose names are the same (e.g., find), but whose actions differ in subtle (but important) ways. Discussions of potential portability problems, including straightforward ways to avoid them. Like Meyers' previous books, Effective STL is filled with proven wisdom that comes only from experience. Its clear, concise, penetrating style makes it an essential resource for every STL programmer.

A complete guide to designing and building fun games with Qt and Qt Quick 2 using associated toolsets About This Book Learn to create simple 2D to complex 3D graphics and games using all possible tools and widgets available for game development in Qt Understand technologies such as QML, Qt Quick, OpenGL, and Qt Creator, and learn the best practices to use them to design games Learn Qt with the help of many sample games introduced step-by-step in each chapter Who This Book Is For If you want to create great graphical user interfaces and astonishing games with Qt, this book is ideal for you. Any previous knowledge of Qt is not required, however knowledge of C++ is mandatory. What You Will Learn Install Qt on your system Understand the basic concepts of every Qt game and application Develop 2D object-oriented graphics using Qt Graphics View Build multiplayer games or add a chat function to your games with Qt's Network module Script your game with Qt Script Program resolution-independent and fluid UI using QML and Qt Quick Control your game flow as per the sensors of a mobile device See how to test and debug your game easily with Qt Creator and Qt Test In Detail Qt is the leading cross-platform toolkit for all significant desktop, mobile, and embedded platforms and is becoming more popular by the day, especially on mobile and embedded devices. Despite its simplicity, it's a powerful tool that perfectly fits game developers' needs. Using Qt and Qt Quick, it is easy to build fun games or shiny user interfaces. You only need to create your game once and deploy it on all major platforms like iOS, Android, and WinRT without changing a single source file. The book begins with a brief introduction to creating an application and preparing a working environment for both desktop and mobile platforms. It then dives deeper into the basics of creating graphical interfaces and Qt core concepts of data processing and display before you try creating a game. As you progress through the chapters, you'll learn to enrich your games by implementing network connectivity and employing scripting. We then delve into Qt Quick, OpenGL, and various other tools to add game logic, design animation, add game physics, and build astonishing UI for the games. Towards the final chapters, you'll learn to exploit mobile device features such as accelerators and sensors to build engaging user experiences. If you are planning to learn about Qt and its associated toolsets to build apps and games, this book is a must have. Style and approach This is an easy-to-follow, example-based, comprehensive introduction to all the major features in Qt. The content of each chapter is explained and organized around one or multiple simple game examples to learn Qt in a fun way.

A comprehensive and practical guide, providing technical background and user context for

researchers, graduate students, practitioners and decision makers. This book presents the main approaches and describes their underlying assumptions, skill and limitations. Guidelines for the application of downscaling and the use of downscaled information in practice complete the volume.

API Design for C++ provides a comprehensive discussion of Application Programming Interface (API) development, from initial design through implementation, testing, documentation, release, versioning, maintenance, and deprecation. It is the only book that teaches the strategies of C++ API development, including interface design, versioning, scripting, and plug-in extensibility. Drawing from the author's experience on large scale, collaborative software projects, the text offers practical techniques of API design that produce robust code for the long term. It presents patterns and practices that provide real value to individual developers as well as organizations. API Design for C++ explores often overlooked issues, both technical and non-technical, contributing to successful design decisions that product high quality, robust, and long-lived APIs. It focuses on various API styles and patterns that will allow you to produce elegant and durable libraries. A discussion on testing strategies concentrates on automated API testing techniques rather than attempting to include end-user application testing techniques such as GUI testing, system testing, or manual testing. Each concept is illustrated with extensive C++ code examples, and fully functional examples and working source code for experimentation are available online. This book will be helpful to new programmers who understand the fundamentals of C++ and who want to advance their design skills, as well as to senior engineers and software architects seeking to gain new expertise to complement their existing talents. Three specific groups of readers are targeted: practicing software engineers and architects, technical managers, and students and educators. The only book that teaches the strategies of C++ API development, including design, versioning, documentation, testing, scripting, and extensibility. Extensive code examples illustrate each concept, with fully functional examples and working source code for experimentation available online. Covers various API styles and patterns with a focus on practical and efficient designs for large-scale long-term projects.

Score your highest in a medical dosage calculations course A recent shortage of nurses in a society with an aging population has triggered the demand for students to enter the field of medical study. A dosage calculations course is required for most students earning an applied science degree in nursing, pharmacology, or paramedic programs. Medical Dosage Calculations For Dummies tracks a typical dosage calculations course and provides helpful content in an approachable and easy-to-understand format. Plus, you'll get examples of the various calculations made to determine the appropriate quantity of drug or solution that should be administered to patients. Calculating drug dosages utilizing ratio-proportion, formula, and dimensional analysis Systems of measurement, including metric and apothecary and other conversion equivalents for a global audience The ins and outs of the charting systems for MAR (Medicine Administration Records) If you're one of the hundreds of thousands of students aspiring to enter the medical field, Medical Dosage Calculations For Dummies is your ticket for scoring your highest on exams.

Awasin, a Cree Indian boy, and Jamie, a Canadian orphan living with his uncle, the trapper Angus Macnair, are enchanted by the magic of the great Arctic wastes. They set out on an adventure that proves longer and more dangerous than they could have imagined. Drawing on his knowledge of the ways of the wilderness and the implacable northern elements, Farley Mowat has created a memorable tale of daring and adventure. When first published in 1956, Lost in the Barrens won the Governor-General's Award for Juvenile Literature, the Book-of-the-Year Medal of the Canadian Association of Children's Librarians and the Boys' Club of America Junior Book Award.

A comprehensive update to the bestselling Novell's CNA Study Guide, this guide covers the

complete NetWare 3 CNA program and provides a headstart towards the exams needed for the higher CNE credential. Includes a complete set of simulations--all of which will run on a student's stand-alone computer--covering NetWare servers, workstations, router installations, and practice questions for the CNA test.

This work is motivated by and develops connections between several branches of mathematics and physics--the theories of Lie algebras, finite groups and modular functions in mathematics, and string theory in physics. The first part of the book presents a new mathematical theory of vertex operator algebras, the algebraic counterpart of two-dimensional holomorphic conformal quantum field theory. The remaining part constructs the Monster finite simple group as the automorphism group of a very special vertex operator algebra, called the "moonshine module" because of its relevance to "monstrous moonshine."

This book provides a comprehensive overview of developments in the field of holographic entanglement entropy. Within the context of the AdS/CFT correspondence, it is shown how quantum entanglement is computed by the area of certain extremal surfaces. The general lessons one can learn from this connection are drawn out for quantum field theories, many-body physics, and quantum gravity. An overview of the necessary background material is provided together with a flavor of the exciting open questions that are currently being discussed. The book is divided into four main parts. In the first part, the concept of entanglement, and methods for computing it, in quantum field theories is reviewed. In the second part, an overview of the AdS/CFT correspondence is given and the holographic entanglement entropy prescription is explained. In the third part, the time-dependence of entanglement entropy in out-of-equilibrium systems, and applications to many body physics are explored using holographic methods. The last part focuses on the connection between entanglement and geometry. Known constraints on the holographic map, as well as, elaboration of entanglement being a fundamental building block of geometry are explained. The book is a useful resource for researchers and graduate students interested in string theory and holography, condensed matter and quantum information, as it tries to connect these different subjects linked by the common theme of quantum entanglement.

Gain the knowledge and skills you need to give medication with this new easy-to-read textbook. Thorough and complete, this text covers all of the basic principles and techniques of medication administration. It also provides an overview of common drugs, their effects and side effects, and key safety issues that include medication interactions, common errors, over-the-counter medications, and medication use in older adults. Clear, easy-to-read writing style makes it easy to understand what you've read. Attractive, full-color presentation keeps your interest. Hundreds of full-color drawings and photos illustrate key techniques and concepts. Focus on Communication boxes show you how to clearly communicate with patients and residents and avoid comments that might make them uncomfortable. Focus on Older Persons boxes prepare you to address the special needs, considerations, and circumstances of older patients. Promoting Safety and Comfort boxes explain measures and cautions you can use to improve patient safety and comfort. Procedures are divided into manageable segments with step-by-step instructions to follow for each skill. Delegation Guidelines prepare you for the responsibilities of specific delegated tasks. Arithmetic Review in the Appendix reviews the basic math skills you need for calculating and checking medication dosages. UNIQUE! Key Abbreviations and Acronyms at the beginning of each chapter familiarize you with commonly used abbreviations. Key Terms defined at the beginning of each chapter prepare you to better understand chapter content. Chapter Review Questions at the end of each chapter help you evaluate your learning. Workbook available separately contains a wide variety of exercises and activities to enhance and evaluate your learning.

This entertaining guide is now more fun, more up-to-date, and even easier to use -- an indispensable resource for nurses who want to take the stress out of

dosage calculations. New to this edition are a chapter on dimensional analysis; numerous lighthearted learning aids called "Cheat Sheets"; and "Practice Makes Perfect" -- case study questions and answers that let nurses assess their progress. Contents include math basics; measurement systems; drug orders and administration records; calculating oral, topical, and rectal drug dosages; calculating parenteral injections and I.V. infusions; and calculating pediatric, obstetric, and critical care dosages.

Learn how to leverage the BlackBerry 10 Cascades framework to create rich native applications. Learn BlackBerry 10 App Development gives you a solid foundation for creating BlackBerry 10 apps efficiently. Along the way, you will learn how to use QML and JavaScript for designing your app's UI, and C++/Qt for the application logic. No prior knowledge of C++ is assumed and the book covers the fundamental aspects of the language for writing BlackBerry 10 apps. Also a particular emphasis is put on how to create a visually enticing user experience with the Cascades framework, which is based on Qt and QML. Starting with the native SDK configuration and an overview of the Momentics IDE, the book is fast-paced and you will rapidly learn many of the best practices and techniques required for developing beautiful BlackBerry 10 apps. Learn BlackBerry 10 App Development is written for developers wishing to learn how to write apps for the new BlackBerry 10 OS and those interested in porting existing iOS and Android apps to BlackBerry 10 as native applications.

Stochastic differential equations are differential equations whose solutions are stochastic processes. They exhibit appealing mathematical properties that are useful in modeling uncertainties and noisy phenomena in many disciplines. This book is motivated by applications of stochastic differential equations in target tracking and medical technology and, in particular, their use in methodologies such as filtering, smoothing, parameter estimation, and machine learning. It builds an intuitive hands-on understanding of what stochastic differential equations are all about, but also covers the essentials of It calculus, the central theorems in the field, and such approximation schemes as stochastic Runge-Kutta. Greater emphasis is given to solution methods than to analysis of theoretical properties of the equations. The book's practical approach assumes only prior understanding of ordinary differential equations. The numerous worked examples and end-of-chapter exercises include application-driven derivations and computational assignments. MATLAB/Octave source code is available for download, promoting hands-on work with the methods.

Sepsis is the major cause of death in non-cardiologic intensive care units around the world. Every year, billions of dollars are consumed in the treatment of sepsis and in research to understand its complex pathophysiology and therefore obtain future therapeutic opportunities. Despite the efforts of the scientists and medical practitioners, the mortality rates are still high and the incidence of sepsis is increasing. In this book we provide an update on several aspects of sepsis. Starting from the history of the disease and finishing with treatment of sepsis-

associated organ dysfunctions, this book offers a wide scope of well-written and complete reviews concerning pathophysiological and therapeutic characteristics of sepsis. We hope that the work of the authors will provide a significant forum of discussion on the topic, and increase the awareness of the healthcare team regarding the important aspects of early recognition and treatment of this severe condition.

The Only Official, Best-Practice Guide to Qt 4.3 Programming Using Trolltech's Qt you can build industrial-strength C++ applications that run natively on Windows, Linux/Unix, Mac OS X, and embedded Linux without source code changes. Now, two Trolltech insiders have written a start-to-finish guide to getting outstanding results with the latest version of Qt: Qt 4.3. Packed with realistic examples and in-depth advice, this is the book Trolltech uses to teach Qt to its own new hires. Extensively revised and expanded, it reveals today's best Qt programming patterns for everything from implementing model/view architecture to using Qt 4.3's improved graphics support. You'll find proven solutions for virtually every GUI development task, as well as sophisticated techniques for providing database access, integrating XML, using subclassing, composition, and more. Whether you're new to Qt or upgrading from an older version, this book can help you accomplish everything that Qt 4.3 makes possible. Completely updated throughout, with significant new coverage of databases, XML, and Qtopia embedded programming Covers all Qt 4.2/4.3 changes, including Windows Vista support, native CSS support for widget styling, and SVG file generation Contains separate 2D and 3D chapters, coverage of Qt 4.3's new graphics view classes, and an introduction to QPainter's OpenGL back-end Includes new chapters on look-and-feel customization and application scripting Illustrates Qt 4's model/view architecture, plugin support, layout management, event processing, container classes, and much more Presents advanced techniques covered in no other book—from creating plugins to interfacing with native APIs Includes a new appendix on Qt Jambi, the new Java version of Qt Quality is a topical issue in manufacturing. Competitive quality performance still eludes many manufacturers in the traditional industrialized countries. A lack of quality competitiveness is one of the root causes of the relative industrial decline and consequent trade imbalances which plague some Western economies. Many explanations are advanced for poor quality performance. Inadequate levels of investment in advanced technology, together with insufficient education and training of the workforce, are perhaps the most prominent. Some believe these problems are caused by a lack of awareness and commitment from top management, while others point to differences between industrial cultures. The established remedy is known as Total Quality Management (TQM). TQM requires a corporate culture change, driven from the top, and involving every employee in a process of never-ending quality improvement aimed at internal as well as external customers. The techniques deployed to achieve TQM include measures to improve motivation, training in problem-solving and statistical process control

(SPC). Quality is, however, only one of the competitive pressures placed upon the manufacturer by the modern global economy. It is also imperative to remain economical and efficient, while increasing the flexibility and responsiveness of the design and manufacturing functions. Here the reduction or elimination of stock is of great importance, particularly as financial interest rates in the less successful manufacturing nations are frequently high. Product life cycles must become ever more compressed in response to the phenomenal design-to-manufacture performance of some Pacific rim economies.

This textbook is a comprehensive introduction to applied spatial data analysis using R. Each chapter walks the reader through a different method, explaining how to interpret the results and what conclusions can be drawn. The author team showcases key topics, including unsupervised learning, causal inference, spatial weight matrices, spatial econometrics, heterogeneity and bootstrapping. It is accompanied by a suite of data and R code on Github to help readers practise techniques via replication and exercises. This text will be a valuable resource for advanced students of econometrics, spatial planning and regional science. It will also be suitable for researchers and data scientists working with spatial data.

THE #1 Drug Guide for nurses & other clinicians...always dependable, always up to date! Look for these outstanding features: Completely updated nursing-focused drug monographs featuring 3,500 generic, brand-name, and combination drugs in an easy A-to-Z format NEW 32 brand-new FDA-approved drugs in this edition, including the COVID-19 drug remdesivir—tabbed and conveniently grouped in a handy “NEW DRUGS” section for easy retrieval NEW Thousands of clinical updates—new dosages and indications, Black Box warnings, genetic-related information, adverse reactions, nursing considerations, clinical alerts, and patient teaching information Special focus on U.S. and Canadian drug safety issues and concerns Photoguide insert with images of 439 commonly prescribed tablets and capsules

Empirical-statistical downscaling (ESD) is a method for estimating how local climatic variables are affected by large-scale climatic conditions. ESD has been applied to local climate/weather studies for years, but there are few ? if any ? textbooks on the subject. It is also anticipated that ESD will become more important and commonplace in the future, as anthropogenic global warming proceeds. Thus, a textbook on ESD will be important for next-generation climate scientists.

Master C++ “The Qt Way” with Modern Design Patterns and Efficient Reuse This fully updated, classroom-tested book teaches C++ “The Qt Way,” emphasizing design patterns and efficient reuse. Readers will master both the C++ language and Qt libraries, as they learn to develop maintainable software with well-defined code layers and simple, reusable classes and functions. Every chapter of this edition has been improved with new content, better organization, or both. Readers will find extensively revised coverage of QObjects, Reflection, Widgets, Main Windows, Models and Views, Databases, Multi-Threaded

Programming, and Reflection. This edition introduces the powerful new Qt Creator IDE; presents new multimedia APIs; and offers extended coverage of Qt Designer and C++ Integration. It has been restructured to help readers start writing software immediately and write robust, effective software sooner. The authors introduce several new design patterns, add many quiz questions and labs, and present more efficient solutions relying on new Qt features and best practices. They also provide an up-to-date C++ reference section and a complete application case study. Master C++ keywords, literals, identifiers, declarations, types, and type conversions. Understand classes and objects, organize them, and describe their interrelationships. Learn consistent programming style and naming rules. Use lists, functions, and other essential techniques. Define inheritance relationships to share code and promote reuse. Learn how code libraries are designed, built, and reused. Work with QObject, the base class underlying much of Qt. Build graphical user interfaces with Qt widgets. Use templates to write generic functions and classes. Master advanced reflective programming techniques. Use the Model-View framework to cleanly separate data and GUI classes. Validate input using regular expressions and other techniques. Parse XML data with SAX, DOM, and QDomStreamReader. Master today's most valuable creational and structural design patterns. Create, use, monitor, and debug processes and threads. Access databases with Qt's SQL classes. Manage memory reliably and efficiently. Understand how to effectively manage QThreads and use QtConcurrent algorithms. [Click here to obtain supplementary materials for this book.](#)

NATIONAL BESTSELLER A top journalist crosses the yellow tape to investigate a shocking high-society crime. Billionaires, philanthropists, socialites . . . victims. Barry and Honey Sherman appeared to lead charmed lives. But the world was shocked in late 2017 when their bodies were found in a bizarre tableau in their elegant Toronto home. First described as murder-suicide — belts looped around their necks, they were found seated beside their basement swimming pool — police later ruled it a staged, targeted double murder. Nothing about the case made sense to friends of the founder of one of the world's largest generic pharmaceutical firms and his wife, a powerhouse in Canada's charity world. Together, their wealth has been estimated at well over \$4.7 billion. There was another side to the story. A strategic genius who built a large generic drug company — Apotex Inc. — Barry Sherman was a self-described workaholic, renowned risk-taker, and disruptor during his fifty-year career. Regarded as a generous friend by many, Sherman was also feared by others. He was criticized for stifling academic freedom and using the courts to win at all costs. Upset with building issues at his mansion, he sued and recouped millions from tradespeople. At the time of his death, Sherman had just won a decades-old legal case involving four cousins who wanted 20 percent of his fortune. Toronto Star investigative journalist Kevin Donovan chronicles the unsettling story from the beginning, interviewing family members, friends, and colleagues, and sheds new

light on the Shermans' lives and the disturbing double murder. Deeply researched and authoritative, *The Billionaire Murders* is a compulsively readable tale of a strange and perplexing crime.

Examine the latest technological advancements in building a scalable machine learning model with Big Data using R. This book shows you how to work with a machine learning algorithm and use it to build a ML model from raw data. All practical demonstrations will be explored in R, a powerful programming language and software environment for statistical computing and graphics. The various packages and methods available in R will be used to explain the topics. For every machine learning algorithm covered in this book, a 3-D approach of theory, case-study and practice will be given. And where appropriate, the mathematics will be explained through visualization in R. All the images are available in color and hires as part of the code download. This new paradigm of teaching machine learning will bring about a radical change in perception for many of those who think this subject is difficult to learn. Though theory sometimes looks difficult, especially when there is heavy mathematics involved, the seamless flow from the theoretical aspects to example-driven learning provided in this book makes it easy for someone to connect the dots..

What You'll Learn

- Use the model building process flow
- Apply theoretical aspects of machine learning
- Review industry-based case studies
- Understand ML algorithms using R
- Build machine learning models using Apache Hadoop and Spark

Who This Book is For Data scientists, data science professionals and researchers in academia who want to understand the nuances of machine learning approaches/algorithms along with ways to see them in practice using R. The book will also benefit the readers who want to understand the technology behind implementing a scalable machine learning model using Apache Hadoop, Hive, Pig and Spark.

A complete guide to designing and building fun games with Qt and Qt Quick using associated toolsets

Key Features

- A step by step guide to learn Qt by building simple yet entertaining games
- Get acquainted with a small yet powerful addition—Qt Gamepad Module, that enables Qt applications to support the use of gamepad hardware
- Understand technologies such as QML, OpenGL, and Qt Creator to design intuitive games

Book Description Qt is the leading cross-platform toolkit for all significant desktop, mobile, and embedded platforms and is becoming popular by the day, especially on mobile and embedded devices. It's a powerful tool that perfectly fits the needs of game developers. This book will help you learn the basics of Qt and will equip you with the necessary toolsets to build apps and games. The book begins by how to create an application and prepare a working environment for both desktop and mobile platforms. You will learn how to use built-in Qt widgets and Form Editor to create a GUI application and then learn the basics of creating graphical interfaces and Qt's core concepts. Further, you'll learn to enrich your games by implementing network connectivity and employing scripting. You will learn about Qt's capabilities for handling strings and files, data storage, and serialization. Moving on, you will learn about the new Qt

Gamepad module and how to add it in your game and then delve into OpenGL and Vulkan, and how it can be used in Qt applications to implement hardware-accelerated 2D and 3D graphics. You will then explore various facets of Qt Quick: how it can be used in games to add game logic, add game physics, and build astonishing UIs for your games. By the end of this book, you will have developed the skillset to develop interesting games with Qt. What you will learn

Install the latest version of Qt on your system
Understand the basic concepts of every Qt game and application
Develop 2D object-oriented graphics using Qt Graphics View
Build multiplayer games or add a chat function to your games with Qt Network module
Script your game with Qt QML
Explore the Qt Gamepad module in order to integrate gamepad support in C++ and QML applications
Program resolution-independent and fluid UIs using QML and Qt Quick
Control your game flow in line with mobile device sensors
Test and debug your game easily with Qt Creator and Qt Test

Who this book is for
If you want to create great graphical user interfaces and astonishing games with Qt, this book is ideal for you. No previous knowledge of Qt is required; however knowledge of C++ is mandatory.

[Copyright: bd1b13534ddcffab9d468610985db0c3](#)