

Swift Ios 24 Hour Trainer By Abhishek Mishra

Eventually, you will completely discover a additional experience and finishing by spending more cash. nevertheless when? pull off you receive that you require to acquire those every needs later than having significantly cash? Why dont you attempt to acquire something basic in the beginning? Thats something that will lead you to understand even more as regards the globe, experience, some places, considering history, amusement, and a lot more?

It is your unquestionably own times to discharge duty reviewing habit. in the midst of guides you could enjoy now is **Swift Ios 24 Hour Trainer By Abhishek Mishra** below.

Machine Learning for iOS Developers
Abhishek Mishra 2020-02-12 Harness the power of Apple iOS machine learning (ML) capabilities and learn the concepts and techniques necessary to be a successful Apple iOS machine learning practitioner! Machine learning (ML) is the science of getting computers to act without being explicitly programmed. A branch of Artificial Intelligence (AI), machine learning techniques offer ways to identify trends, forecast behavior, and make recommendations. The Apple iOS Software Development Kit (SDK) allows developers to integrate ML services, such as speech recognition and language translation, into mobile devices, most of which can be used in multi-cloud settings. Focusing on Apple's ML services, *Machine Learning for iOS Developers* is an up-to-date introduction to the field, instructing readers to implement machine learning in iOS applications. Assuming no prior experience with machine learning, this reader-friendly guide offers expert instruction and practical examples of ML integration in iOS. Organized into two sections, the book's clearly-written chapters first

cover fundamental ML concepts, the different types of ML systems, their practical uses, and the potential challenges of ML solutions. The second section teaches readers to use models—both pre-trained and user-built—with Apple's CoreML framework. Source code examples are provided for readers to download and use in their own projects. This book helps readers: Understand the theoretical concepts and practical applications of machine learning used in predictive data analytics Build, deploy, and maintain ML systems for tasks such as model validation, optimization, scalability, and real-time streaming Develop skills in data acquisition and modeling, classification, and regression. Compare traditional vs. ML approaches, and machine learning on handsets vs. machine learning as a service (MLaaS) Implement decision tree based models, an instance-based machine learning system, and integrate Scikit-learn & Keras models with CoreML *Machine Learning for iOS Developers* is a must-have resource software engineers and mobile solutions architects wishing to learn ML concepts and implement machine learning on iOS Apps.

Head First Programming David Griffiths 2009-11-16 Looking for a reliable way to learn how to program on your own, without being overwhelmed by confusing concepts? Head First Programming introduces the core concepts of writing computer programs -- variables, decisions, loops, functions, and objects -- which apply regardless of the programming language. This book offers concrete examples and exercises in the dynamic and versatile Python language to demonstrate and reinforce these concepts. Learn the basic tools to start writing the programs that interest you, and get a better understanding of what software can (and cannot) do. When you're finished, you'll have the necessary foundation to learn any programming language or tackle any software project you choose. With a focus on programming concepts, this book teaches you how to: Understand the core features of all programming languages, including: variables, statements, decisions, loops, expressions, and operators Reuse code with functions Use library code to save time and effort Select the best data structure to manage complex data Write programs that talk to the Web Share your data with other programs Write programs that test themselves and help you avoid embarrassing coding errors We think your time is too valuable to waste struggling with new concepts. Using the latest research in cognitive science and learning theory to craft a multi-sensory learning experience, Head First Programming uses a visually rich format designed for the way your brain works, not a text-heavy approach that puts you to sleep.

Swift in Depth Tjeerd in 't Veen 2018-12-10 Summary Now updated for Swift 5! Swift is more than just a fun language to build iOS

applications with. It features a host of powerful tools that, if effectively used, can help you create even better apps with clean, crystal-clear code and awesome features. Swift in Depth is designed to help you unlock these tools and quirks and get developing next-gen apps, web services, and more! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology It's fun to create your first toy iOS or Mac app in Swift. Writing secure, reliable, professional-grade software is a different animal altogether. The Swift language includes an amazing set of high-powered features, and it supports a wide range of programming styles and techniques. You just have to roll up your sleeves and learn Swift in depth. About the Book Swift in Depth guides you concept by concept through the skills you need to build professional software for Apple platforms, such as iOS and Mac; also on the server with Linux. By following the numerous concrete examples, enlightening explanations, and engaging exercises, you'll finally grok powerful techniques like generics, efficient error handling, protocol-oriented programming, and advanced Swift patterns. Author Tjeerd in 't Veen reveals the high-value, difficult-to-discover Swift techniques he's learned through his own hard-won experience. What's inside Covers Swift 5 Writing reusable code with generics Iterators, sequences, and collections Protocol-oriented programming Understanding map, flatMap, and compactMap Asynchronous error handling with ResultBest practices in Swift About the Reader Written for advanced-beginner and intermediate-level Swift programmers. About the Author Tjeerd in 't Veen is a senior software engineer and architect in

the mobile division of a large international banking firm. Table of Contents Introducing Swift in depth Modeling data with enums Writing cleaner properties Making optionals second nature Demystifying initializers Effortless error handling Generics Putting the pro in protocol-oriented programming Iterators, sequences, and collections Understanding map, flatMap, and compactMap Asynchronous error handling with Result Protocol extensions Swift patterns Delivering quality Swift code Where to Swift from here

Deep Learning for Computer Vision Jason Brownlee 2019-04-04 Step-by-step tutorials on deep learning neural networks for computer vision in python with Keras.

Swift Programming Matthew Mathias 2016-11-23 This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Through the authors' carefully constructed explanations and examples, you will develop an understanding of Swift grammar and the elements of effective Swift style. This book is written for Swift 3.0 and will also show you how to navigate Xcode 8 and get the most out of Apple's documentation.

Throughout the book, the authors share their insights into Swift to ensure that you understand the hows and whys of Swift and can put that understanding to use in different contexts. After working through the book, you will have the knowledge and confidence to develop your own solutions to a wide range of programming challenges using Swift.

The 33 Strategies Of War Robert Greene 2010-09-03 The third in Robert Greene's bestselling series is now available in a pocket sized concise edition. Following 48 Laws of Power and The Art of Seduction, here is a

brilliant distillation of the strategies of war to help you wage triumphant battles everyday. Spanning world civilisations, and synthesising dozens of political, philosophical, and religious texts, The Concise 33 Strategies of War is a guide to the subtle social game of everyday life. Based on profound and timeless lessons, it is abundantly illustrated with examples of the genius and folly of everyone from Napoleon to Margaret Thatcher and Hannibal to Ulysses S. Grant, as well as diplomats, captains of industry and Samurai swordsmen. *Building Secure and Reliable Systems* Heather Adkins 2020-03-16 Can a system be considered truly reliable if it isn't fundamentally secure? Or can it be considered secure if it's unreliable? Security is crucial to the design and operation of scalable systems in production, as it plays an important part in product quality, performance, and availability. In this book, experts from Google share best practices to help your organization design scalable and reliable systems that are fundamentally secure. Two previous O'Reilly books from Google—Site Reliability Engineering and The Site Reliability Workbook—demonstrated how and why a commitment to the entire service lifecycle enables organizations to successfully build, deploy, monitor, and maintain software systems. In this latest guide, the authors offer insights into system design, implementation, and maintenance from practitioners who specialize in security and reliability. They also discuss how building and adopting their recommended best practices requires a culture that's supportive of such change. You'll learn about secure and reliable systems through: Design strategies Recommendations for coding, testing, and debugging practices Strategies to prepare for,

respond to, and recover from incidents Cultural best practices that help teams across your organization collaborate effectively

Machine Learning, Advances in Computing, Renewable Energy and Communication Anuradha Tomar
2021-08-19 This book gathers selected papers presented at International Conference on Machine Learning, Advances in Computing, Renewable Energy and Communication (MARC 2020), held in Krishna Engineering College, Ghaziabad, India, during December 17–18, 2020. This book discusses key concepts, challenges, and potential solutions in connection with established and emerging topics in advanced computing, renewable energy, and network communications.

Machine Learning in the AWS Cloud

Abhishek Mishra 2019-09-11 Put the power of AWS Cloud machine learning services to work in your business and commercial applications! Machine Learning in the AWS Cloud introduces readers to the machine learning (ML) capabilities of the Amazon Web Services ecosystem and provides practical examples to solve real-world regression and classification problems. While readers do not need prior ML experience, they are expected to have some knowledge of Python and a basic knowledge of Amazon Web Services. Part One introduces readers to fundamental machine learning concepts. You will learn about the types of ML systems, how they are used, and challenges you may face with ML solutions. Part Two focuses on machine learning services provided by Amazon Web Services. You'll be introduced to the basics of cloud computing and AWS offerings in the cloud-based machine learning space. Then you'll learn to use Amazon Machine Learning to solve a simpler class of machine learning problems, and Amazon SageMaker to solve more complex problems. • Learn

techniques that allow you to preprocess data, basic feature engineering, visualizing data, and model building • Discover common neural network frameworks with Amazon SageMaker • Solve computer vision problems with Amazon Rekognition • Benefit from illustrations, source code examples, and sidebars in each chapter The book appeals to both Python developers and technical/solution architects. Developers will find concrete examples that show them how to perform common ML tasks with Python on AWS. Technical/solution architects will find useful information on the machine learning capabilities of the AWS ecosystem.

Learn Swift by Building Applications

Emil Atanasov 2018-05-25 Start building your very own mobile apps with this comprehensive introduction to Swift and object-oriented programming Key Features A complete beginner's guide to Swift programming language Understand core Swift programming concepts and techniques for creating popular iOS apps Start your journey toward building mobile app development with this practical guide Book Description Swift Language is now more powerful than ever; it has introduced new ways to solve old problems and has gone on to become one of the fastest growing popular languages. It is now a de-facto choice for iOS developers and it powers most of the newly released and popular apps. This practical guide will help you to begin your journey with Swift programming through learning how to build iOS apps. You will learn all about basic variables, if clauses, functions, loops, and other core concepts; then structures, classes, and inheritance will be discussed. Next, you'll dive into developing a weather app that consumes data from the internet and presents information to the user. The

final project is more complex, involving creating an Instagram like app that integrates different external libraries. The app also uses CocoaPods as its package dependency manager, to give you a cutting-edge tool to add to your skillset. By the end of the book, you will have learned how to model real-world apps in Swift. What you will learn Become a pro at iOS development by creating simple-to-complex iOS mobile applications Master Playgrounds, a unique and intuitive approach to teaching Xcode Tackle the basics, including variables, if clauses, functions, loops and structures, classes, and inheritance Model real-world objects in Swift and have an in-depth understanding of the data structures used, along with OOP concepts and protocols Use CocoaPods, an open source Swift package manager to ease your everyday developer requirements Develop a wide range of apps, from a simple weather app to an Instagram-like social app Get ahead in the industry by learning how to use third-party libraries efficiently in your apps Who this book is for This book is for beginners who are new to Swift or may have some preliminary knowledge of Objective-C. If you are interested in learning and mastering Swift in Apple's ecosystem, namely mobile development, then this book is for you.

The Last Cast Abhishek Mishra 2015-11-03 The book revolves around a mystery murder and an investigation that follows the murder. It is the story of Mrs. Wynnell, who post the break-up of a long standing relationship, moved to another State, with the hope to salvage a new beginning in her life. Only until she realizes that the lady, who snatched her love away from her, the one who was responsible for her break-up- Joanna, had been murdered. To her surprise, she finds herself amidst an

investigation which targets her as the murderer and in a series of investigations done by the authorities; truth unfolds an impending danger to her life and the framing nature of the investigations in pursuit.

Protocols, Strands, and Logic Daniel Dougherty 2021-11-18 This Festschrift was published in honor of Joshua Guttman on the occasion of his 66.66 birthday. The impact of his work is reflected in the 23 contributions enclosed in this volume. Joshua's most influential and enduring contribution to the field has been the development of the strand space formalism for analyzing cryptographic protocols. It is one of several "symbolic approaches" to security protocol analysis in which the underlying details of cryptographic primitives are abstracted away, allowing a focus on potential flaws in the communication patterns between participants. His attention to the underlying logic of strand spaces has also allowed him to merge domain-specific reasoning about protocols with general purpose, first-order logical theories. The identification of clear principles in a domain paves the way to automated reasoning, and Joshua has been a leader in the development and distribution of several tools for security analysis. *Domain-driven Design* Eric Evans 2004 Describes ways to incorporate domain modeling into software development. [CCNP and CCIE Enterprise Core ENCOR 350-401 Official Cert Guide](#) Bradley Edgeworth 2019-12-02 Trust the best-selling Official Cert Guide series from Cisco Press to help you learn, prepare, and practice for exam success. They are built with the objective of providing assessment, review, and practice to help ensure you are fully prepared for your certification exam. * Master Cisco CCNP/CCIE ENCOR exam topics * Assess

your knowledge with chapter-opening quizzes * Review key concepts with exam preparation tasks This is the eBook edition of the CCNP and CCIE Enterprise Core ENCOR 350-401 Official Cert Guide. This eBook does not include access to the Pearson Test Prep practice exams that comes with the print edition. CCNP and CCIE Enterprise Core ENCOR 350-401 Official Cert Guide presents you with an organized test preparation routine through the use of proven series elements and techniques. "Do I Know This Already?" quizzes open each chapter and enable you to decide how much time you need to spend on each section. Exam topic lists make referencing easy. Chapter-ending Exam Preparation Tasks help you drill on key concepts you must know thoroughly. CCNP and CCIE Enterprise Core ENCOR 350-401 Official Cert Guide focuses specifically on the objectives for the Cisco CCNP/CCIE ENCOR 350-401 exam. Networking experts Brad Edgeworth, Ramiro Garza Rios, Dave Hucaby, and Jason Gooley share preparation hints and test-taking tips, helping you identify areas of weakness and improve both your conceptual knowledge and hands-on skills. Material is presented in a concise manner, focusing on increasing your understanding and retention of exam topics. This complete study package includes* A test-preparation routine proven to help you pass the exams * Do I Know This Already? quizzes, which enable you to decide how much time you need to spend on each section * Chapter-ending exercises, which help you drill on key concepts you must know thoroughly * Practice exercises that help you enhance your knowledge * More than 90 minutes of video mentoring from the author * A final preparation chapter, which guides you through tools and resources to help you craft your review and test-taking

strategies * Study plan suggestions and templates to help you organize and optimize your study time Well regarded for its level of detail, assessment features, comprehensive design scenarios, and challenging review questions and exercises, this official study guide helps you master the concepts and techniques that will enable you to succeed on the exam the first time. The official study guide helps you master all the topics on the CCNP/CCIE ENCOR exam, including * Enterprise network architecture * Virtualization * Network assurance * Security * Automation

Conference Proceedings of ICDLAIR2019
Meenakshi Tripathi 2021 This proceedings book includes the results from the International Conference on Deep Learning, Artificial Intelligence and Robotics, held in Malaviya National Institute of Technology, Jawahar Lal Nehru Marg, Malaviya Nagar, Jaipur, Rajasthan, 302017. The scope of this conference includes all subareas of AI, with broad coverage of traditional topics like robotics, statistical learning and deep learning techniques. However, the organizing committee expressly encouraged work on the applications of DL and AI in the important fields of computer/electronics/electrical/mechanical/chemical/textile engineering, health care and agriculture, business and social media and other relevant domains. The conference welcomed papers on the following (but not limited to) research topics: · Deep Learning: Applications of deep learning in various engineering streams, neural information processing systems, training schemes, GPU computation and paradigms, human-computer interaction, genetic algorithm, reinforcement learning, natural language processing, social computing, user customization, embedded computation, automotive

design and bioinformatics · Artificial Intelligence: Automatic control, natural language processing, data mining and machine learning tools, fuzzy logic, heuristic optimization techniques (membrane-based separation, wastewater treatment, process control, etc.) and soft computing · Robotics: Automation and advanced control-based applications in engineering, neural networks on low powered devices, human-robot interaction and communication, cognitive, developmental and evolutionary robotics, fault diagnosis, virtual reality, space and underwater robotics, simulation and modelling, bio-inspired robotics, cable robots, cognitive robotics, collaborative robotics, collective and social robots and humanoid robots It was a collaborative platform for academic experts, researchers and corporate professionals for interacting their research in various domain of engineering like robotics, data acquisition, human-computer interaction, genetic algorithm, sentiment analysis as well as usage of AI and advanced computation in various industrial challenges based applications such as user customization, augmented reality, voice assistants, reactor design, product formulation/synthesis, embedded system design, membrane-based separation for protecting environment along with wastewater treatment, rheological properties estimation for Newtonian and non-Newtonian fluids used in micro-processing industries and fault detection.

Multi-View Stereo Yasutaka Furukawa 2015-06-25 Presents a hands-on view of the field of multi-view stereo with a focus on practical algorithms. It frames the multiview stereo problem as an image/geometry consistency optimization problem and

describes its main two ingredients: robust implementations of photometric consistency measures and efficient optimization algorithms.

Swift iOS 24-Hour Trainer Abhishek Mishra 2016-01-19 Jump into the app development world with confidence! iOS Swift 24-Hour Trainer combines book and video lessons in Apple's Swift programming language to prepare you to build iPhone and iPad apps—and distribute them through the Appstore. First, this approachable text covers the fundamentals of Swift by introducing you to iOS development in this language, and presenting best practices for setting up a development environment and using variables, statements, expressions, operators, functions, and closures. Next, you explore common tasks, such as alert views, table views, and collection views. You then deepen your knowledge of Swift by considering network programming and local data storage. Finally, this engaging resource dives into slightly more advanced concepts, such as tab bars, web views, the accelerometer, camera, photo library, Google maps, and core location. Swift was designed by Apple to incorporate modern scripting features while offering simpler, cleaner syntax than Objective-C to maintain a minimal and easy to read style. This more expressive code offers numerous key features, such as closures unified with function pointers, tuples and multiple value returns, generics, and functional programming patterns. Learn how to obtain a device UDID Test your applications on an actual device, so you can see your work in action Distribute your applications outside of the App store, allowing you to test your work with real users Review common reasons why apps are rejected by Apple to strengthen your case when submitting your apps for distribution iOS Swift 24-Hour

Trainer is an essential guide to Apple's Swift programming language for beginning programmers.

Smartphone-Based Real-Time Digital Signal Processing Nasser Kehtarnavaz 2018-12-17 Real-time or applied digital signal processing courses are offered as follow-ups to conventional or theory-oriented digital signal processing courses in many engineering programs for the purpose of teaching students the technical know-how for putting signal processing algorithms or theory into practical use. These courses normally involve access to a teaching laboratory that is equipped with hardware boards, in particular DSP boards, together with their supporting software. A number of textbooks have been written discussing how to achieve real-time implementation on these hardware boards. This book discusses how to use smartphones as hardware boards for real-time implementation of signal processing algorithms as an alternative to the hardware boards that are used in signal processing laboratory courses. The fact that mobile devices, in particular smartphones, have become powerful processing platforms led to the development of this book enabling students to use their own smartphones to run signal processing algorithms in real-time considering that these days nearly all students possess smartphones. Changing the hardware platforms that are currently used in applied or real-time signal processing courses to smartphones creates a truly mobile laboratory experience or environment for students. In addition, it relieves the cost burden associated with using dedicated signal processing boards noting that the software development tools for smartphones are free of charge and are well-maintained by smartphone manufacturers. This book

is written in such a way that it can be used as a textbook for real-time or applied digital signal processing courses offered at many universities. Ten lab experiments that are commonly encountered in such courses are covered in the book. This book is written primarily for those who are already familiar with signal processing concepts and are interested in their real-time and practical aspects. Similar to existing real-time courses, knowledge of C programming is assumed. This book can also be used as a self-study guide for those who wish to become familiar with signal processing app development on either Android or iPhone smartphones.

Game Development with Swift Stephen Haney 2015-07-23 Apple's new programming language, Swift, is fast, safe, accessible—the perfect choice for game development! Packed with best practices and easy-to-use examples, this book leads you step by step through the development of your first Swift game. The book starts by introducing Swift's best features for game development. Then, you will learn how to animate sprites and textures. Along the way, you will master the physics framework, add the player character and NPCs, and implement controls. Towards the end of the book, you will polish your game with fun menus, integrate with Apple Game Center for leaderboards and achievements, and then finally, learn how to publish your finished games to the App Store. By the end of this book, you will be able to create your own iOS games using Swift and SpriteKit.

Test-Driven Development with Python Harry Percival 2017-08-02 By taking you through the development of a real web application from beginning to end, the second edition of this hands-on guide demonstrates the practical advantages of test-driven

development (TDD) with Python. You'll learn how to write and run tests before building each part of your app, and then develop the minimum amount of code required to pass those tests. The result? Clean code that works. In the process, you'll learn the basics of Django, Selenium, Git, jQuery, and Mock, along with current web development techniques. If you're ready to take your Python skills to the next level, this book—updated for Python 3.6—clearly demonstrates how TDD encourages simple designs and inspires confidence. Dive into the TDD workflow, including the unit test/code cycle and refactoring Use unit tests for classes and functions, and functional tests for user interactions within the browser Learn when and how to use mock objects, and the pros and cons of isolated vs. integrated tests Test and automate your deployments with a staging server Apply tests to the third-party plugins you integrate into your site Run tests automatically by using a Continuous Integration environment Use TDD to build a REST API with a front-end Ajax interface

PHP and MySQL 24-Hour Trainer Andrea Tarr 2011-11-01 Step-by-step lessons for using PHP and MySQL in a unique book-and-video combination Assuming no previous experience with PHP or MySQL, this book-and-video package is ideal reading for anyone who wants to go beyond HTML/CSS in order to provide clients with the most dynamic web sites possible. The approachable tone breaks down the basics of programming and PHP and MySQL in individual lessons starting with the installation of the programs necessary to run PHP. You begin with a static web site and then watch and learn as PHP functionality is added as you work through the lessons. When working with databases, the MySQL database is introduced with demonstrations that show how to

interact with it. The accompanying videos enhance your learning experience, as each lesson in the book is portrayed in the video exercises. Lessons include: ? Getting started with PHP ? Setting up your workspace ? Adding PHP to a web page ? Learning PHP syntax ? Working with variables ? Debugging code ? Working with complex data ? Making decisions ? Repeating program steps ? Learning about scope ? Reusing code with functions ? Creating forms ? Introducing object-oriented programming ? Defining classes ? Using classes ? Using advanced techniques ? Handling errors ? Writing secure code ? Introducing databases ? Introducing MySQL ? Creating and connecting to the ? Creating tables ? Entering data ? Selecting data ? Using multiple tables ? Changing data ? Deleting data ? Preventing database security issues ? Creating user logins ? Turn the case study into a content management system Note: As part of the print version of this title, video lessons are included on DVD. For e-book versions, video lessons can be accessed at wrox.com using a link provided in the interior of the e-book.

Introduction to Instrumentation and Measurements Robert B. Northrop 2018-09-03 Weighing in on the growth of innovative technologies, the adoption of new standards, and the lack of educational development as it relates to current and emerging applications, the third edition of Introduction to Instrumentation and Measurements uses the authors' 40 years of teaching experience to expound on the theory, science, and art of modern instrumentation and measurements (I&M). What's New in This Edition: This edition includes material on modern integrated circuit (IC) and photonic sensors, micro-electro-mechanical (MEM) and nano-

electro-mechanical (NEM) sensors, chemical and radiation sensors, signal conditioning, noise, data interfaces, and basic digital signal processing (DSP), and upgrades every chapter with the latest advancements. It contains new material on the designs of micro-electro-mechanical (MEMS) sensors, adds two new chapters on wireless instrumentation and microsensors, and incorporates extensive biomedical examples and problems. Containing 13 chapters, this third edition: Describes sensor dynamics, signal conditioning, and data display and storage Focuses on means of conditioning the analog outputs of various sensors Considers noise and coherent interference in measurements in depth Covers the traditional topics of DC null methods of measurement and AC null measurements Examines Wheatstone and Kelvin bridges and potentiometers Explores the major AC bridges used to measure inductance, Q, capacitance, and D Presents a survey of sensor mechanisms Includes a description and analysis of sensors based on the giant magnetoresistive effect (GMR) and the anisotropic magnetoresistive (AMR) effect Provides a detailed analysis of mechanical gyroscopes, clinometers, and accelerometers Contains the classic means of measuring electrical quantities Examines digital interfaces in measurement systems Defines digital signal conditioning in instrumentation Addresses solid-state chemical microsensors and wireless instrumentation Introduces mechanical microsensors (MEMS and NEMS) Details examples of the design of measurement systems Introduction to Instrumentation and Measurements is written with practicing engineers and scientists in mind, and is intended to be used in a classroom course or as a reference. It is assumed that the reader has taken core EE

curriculum courses or their equivalents.

Grokking the System Design Interview Design Gurus 2021-12-18 This book (also available online at www.designgurus.org) by Design Gurus has helped 60k+ readers to crack their system design interview (SDI). System design questions have become a standard part of the software engineering interview process. These interviews determine your ability to work with complex systems and the position and salary you will be offered by the interviewing company. Unfortunately, SDI is difficult for most engineers, partly because they lack experience developing large-scale systems and partly because SDIs are unstructured in nature. Even engineers who've some experience building such systems aren't comfortable with these interviews, mainly due to the open-ended nature of design problems that don't have a standard answer. This book is a comprehensive guide to master SDIs. It was created by hiring managers who have worked for Google, Facebook, Microsoft, and Amazon. The book contains a carefully chosen set of questions that have been repeatedly asked at top companies. What's inside? This book is divided into two parts. The first part includes a step-by-step guide on how to answer a system design question in an interview, followed by famous system design case studies. The second part of the book includes a glossary of system design concepts. Table of Contents First Part: System Design Interviews: A step-by-step guide. Designing a URL Shortening service like TinyURL. Designing Pastebin. Designing Instagram. Designing Dropbox. Designing Facebook Messenger. Designing Twitter. Designing YouTube or Netflix. Designing Typeahead Suggestion. Designing an API Rate Limiter.

Designing Twitter Search. Designing a Web Crawler. Designing Facebook's Newsfeed. Designing Yelp or Nearby Friends. Designing Uber backend. Designing Ticketmaster. Second Part: Key Characteristics of Distributed Systems. Load Balancing. Caching. Data Partitioning. Indexes. Proxies. Redundancy and Replication. SQL vs. NoSQL. CAP Theorem. PACELC Theorem. Consistent Hashing. Long-Polling vs. WebSockets vs. Server-Sent Events. Bloom Filters. Quorum. Leader and Follower. Heartbeat. Checksum. About the Authors

Designed Gurus is a platform that offers online courses to help software engineers prepare for coding and system design interviews. Learn more about our courses at www.designgurus.org.

CISA Exam-Study Guide by Hemang Doshi
Hemang Doshi 2018-07-02 After launch of Hemang Doshi's CISA Video series, there was huge demand for simplified text version for CISA Studies. This book has been designed on the basis of official resources of ISACA with more simplified and lucid language and explanation. Book has been designed considering following objectives:

- * CISA aspirants with non-technical background can easily grasp the subject.
- * Use of SmartArts to review topics at the shortest possible time.
- * Topics have been profusely illustrated with diagrams and examples to make the concept more practical and simple.
- * To get good score in CISA, 2 things are very important. One is to understand the concept and second is how to deal with same in exam. This book takes care of both the aspects.
- * Topics are aligned as per official CISA Review Manual. This book can be used to supplement CRM.
- * Questions, Answers & Explanations (QAE) are available for each topic for better understanding. QAEs are designed as per actual exam pattern.
- * Book contains last minute revision for each topic.
- * Book is

designed as per exam perspective. We have purposefully avoided certain topics which have nil or negligible weightage in cisa exam. To cover entire syllabus, it is highly recommended to study CRM.* We will feel immensely rewarded if CISA aspirants find this book helpful in achieving grand success in academic as well as professional world.

Amazon Web Services for Mobile Developers Abhishek Mishra 2017-10-17

A practical, real-world introduction to AWS tools and concepts Amazon Web Services for Mobile Developers: Building Apps with AWS presents a professional view of cloud computing and AWS for experienced iOS/Android developers and technical/solution architects. Cloud computing is a rapidly expanding ecosystem, and working professionals need a practical resource to bring them up-to-date on tools that are rapidly becoming indispensable; this book helps expand your skill set by introducing you to AWS offerings that can make your job easier, with a focus on real-world application. Author and mobile applications developer Abhishek Mishra shows you how to create IAM accounts and try out some of the most popular services, including EC2, Lambda, Mobile Analytics, Device Farm, and more. You'll build a chat application in both Swift (iOS) and Java (Android), running completely off AWS Infrastructure to explore SDK installation, Xcode, Cognito authentication, DynamoDB, Amazon SNS Notifications, and other useful tools. By actually using the tools as you learn about them, you develop a more intuitive understanding that feels less like a shift and more like a streamlined integration. If you have prior experience with Swift or Java and a solid knowledge of web services, this book can help you quickly take your skills to the next

level with a practical approach to learning that translates easily into real-world use. Understand the key concepts of AWS as applied to both iOS and Android developers Explore major AWS offerings for mobile developers, including DynamoDB, RDS, EC2, SNS, Cognito, and more Learn what people are talking about when they use buzzwords like PaaS, IaaS, SaaS, and APaaS Work through explanations by building apps that tie into the AWS ecosystem Any job is easier with the right tools, and Amazon Web Services for Mobile Developers: Building Apps with AWS gets you acquainted with an ever-expanding toolkit for mobile app development.

The Bariatric Bible CAROL. BOWEN BALL 2019-04-30 This comprehensive guide offers advice on the types of surgery on offer and highlights the many diets that are required prior to surgery. Its main focus is on advice and recipes for after surgery to help the post-op patient maximise their best chance of long-term success with weight-loss and better health.

React Native for Mobile Development

Akshat Paul 2019-06-12 Develop native iOS and Android apps with ease using React Native. Learn by doing through an example-driven approach, and have a substantial running app at the end of each chapter. This second edition is fully updated to include ES7 (ECMAScript 7), the latest version of React Native (including Redux), and development on Android. You will start by setting up React Native and exploring the anatomy of React Native apps. You'll then move on to Redux data flow, how it differs from flux, and how you can include it in your React Native project to solve state management differently and efficiently. You will also learn how to boost your development by including popular packages developed by the React Native community that

will help you write less; do more. Finally, you'll learn to how write test cases using Jest and submit your application to the App Store. React Native challenges the status quo of native iOS and Android development with revolutionary components, asynchronous execution, unique methods for touch handling, and much more. This book reveals the the path-breaking concepts of React.js and acquaints you with the React way of thinking so you can learn to create stunning user interfaces. What You'll Learn Build stunning iOS and Android applications Understand the Redux design pattern and use it in your project Interact with iOS and android device capabilities such as addressbook, camera, GPS and more with your apps Test and launch your application to the App StoreWho This Book Is For Anyone with JavaScript experience who wants to build native mobile applications but dreads the thought of programming in Objective-C or Java. Developers who have experience with JavaScript but are new or not acquainted to React Native or ReactJS.

iPhone and iPad App 24-Hour Trainer

Abhishek Mishra 2012-04-13

Swift iOS 24-Hour Trainer Abhishek Mishra 2016-01-06 Jump into the app development world with confidence! iOS Swift 24-Hour Trainer combines book and video lessons in Apple's Swift programming language to prepare you to build iPhone and iPad apps—and distribute them through the Appstore. First, this approachable text covers the fundamentals of Swift by introducing you to iOS development in this language, and presenting best practices for setting up a development environment and using variables, statements, expressions, operators, functions, and closures. Next, you explore common tasks, such as alert views, table views, and collection views. You then deepen

your knowledge of Swift by considering network programming and local data storage. Finally, this engaging resource dives into slightly more advanced concepts, such as tab bars, web views, the accelerometer, camera, photo library, Google maps, and core location. Swift was designed by Apple to incorporate modern scripting features while offering simpler, cleaner syntax than Objective-C to maintain a minimal and easy to read style. This more expressive code offers numerous key features, such as closures unified with function pointers, tuples and multiple value returns, generics, and functional programming patterns. Learn how to obtain a device UDID Test your applications on an actual device, so you can see your work in action Distribute your applications outside of the App store, allowing you to test your work with real users Review common reasons why apps are rejected by Apple to strengthen your case when submitting your apps for distribution iOS Swift 24-Hour Trainer is an essential guide to Apple's Swift programming language for beginning programmers.

Breakthrough Homi Kharas 2022-01-25 Harnessing technology for a better future Looking into the future is always difficult and often problematic—but sometimes it's useful to imagine what innovations might resolve today's problems and make tomorrow better. In this book, 15 distinguished international experts examine how technology will affect the human condition and natural world within the next ten years. Their stories reflect major ambitions for what the future could bring and offer a glimpse into the possibilities for achieving the UN's ambitious Sustainable Development Goals. The authors were asked to envision future success in their respective fields, given the current state of technology

and potential progress over the next decade. The central question driving their research: What are likely technological advances that could contribute to the Sustainable Development Goals at major scale, affecting the lives of hundreds of millions of people or substantial geographies around the globe. One overall takeaway is that gradualist approaches will not achieve those goals by 2030. Breakthroughs will be necessary in science, in the development of new products and services, and in institutional systems. Each of the experts responded with stories that reflect big ambitions for what the future may bring. Their stories are not projections or forecasts as to what will happen; they are reasoned and reasonable conjectures about what could happen. The editors' intent is to provide a glimpse into the possibilities for the future of sustainable development. At a time when many people worry about stalled progress on the economic, social, and environmental challenges of sustainable development, Breakthrough is a reminder that the promise of a better future is within our grasp, across a range of domains. It will interest anyone who wonders about the world's economic, social, and environmental future.

Mastering Azure Serverless Computing Abhishek Mishra 2020-07-31 A comprehensive guide that will teach you to build and implement Azure serverless solutions É KEY FEATURESÉ - Learn the Function as a Service (FaaS) offering from Microsoft Azure - Build Enterprise-grade workflows and integration using Azure Logic App - Build event-driven Serverless solutions using Azure Event Grid - Use Azure Service Bus to facilitate messaging between Azure Serverless components - Implement advanced Serverless services such as Azure

Serverless SQL Database and Azure Serverless Kubernetes

DESCRIPTION

The book starts with the basic concepts of Serverless Computing, its evolution, characteristics, and benefits. The next set of chapters is based on Azure Function as a Service (FaaS) programming model where you will gain proficiency in creating Serverless Azure Function, which is the basic unit of Azure Serverless Computing. Furthermore, the book focuses on building Azure Serverless Messaging, Integration, and Workflow that facilitates communication between components in the Azure Serverless ecosystem. Azure Logic Apps, Azure Event Grid, and Azure Service Bus are explained in detail. You will also work with advanced Azure Serverless services such as Azure Serverless Database and Azure Serverless Kubernetes that are essential for building highly scalable (at runtime) next-generation Serverless applications. Towards the end, the book focuses on reference architectures for Serverless Computing scenarios.

By now, you will be proficient in working with Azure Serverless components, and their integration and can design and build an end to end Azure Serverless solution.

WHAT WILL YOU LEARN

- Design and implement Serverless workflows using Azure Logic Apps
- Design and implement Integration Services using Azure Event Grid
- Learn how to build Messaging Services on Azure Serverless platform
- Work with Azure Serverless SQL database
- Get familiar with Azure Serverless Kubernetes Architecture

WHO THIS BOOK IS FOR

Anyone familiar with Cloud Fundamentals can use this book to get upskilled in Azure Serverless Computing and become an expert in it. Architects and Developers proficient in Microsoft Azure can use this book to learn Azure Serverless Computing and apply the knowledge gained to

design and build solutions in this area.

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3 Minute French - Course 3 Kieran Ball 2016-08-20 This book is the follow up course from 3 Minute French: Courses 1 & 2. As with the other 3 Minute French courses, this book is split up into nine lessons, adding to your vocabulary of useful words and phrases. You'll learn vocabulary that will be useful on any trips to France or any other French speaking country. It's perfect for the holiday-maker who wants to be able to communicate during their vacation. You'll have opportunity to practise what you've learnt thanks to hundreds of recap exercises, as well as a section at the back of the book containing exercises for you to review all the words and phrases learnt in courses 1, 2 and 3. Each new word or phrase also comes with a useful pronunciation guide to show you how to say it in French. So, give 3 Minute French: Course 3 a go and you'll build more on what you learnt in courses 1 and 2, allowing you to express yourself in even more situations.

Information Systems Design and Intelligent Applications Suresh Chandra Satapathy 2016-02-05 The third international conference on Information Systems Design and Intelligent Applications (INDIA – 2016) held in Visakhapatnam, India during January 8-9, 2016. The book covers all aspects of information system design, computer science and technology, general sciences, and

educational research. Upon a double blind review process, a number of high quality papers are selected and collected in the book, which is composed of three different volumes, and covers a variety of topics, including natural language processing, artificial intelligence, security and privacy, communications, wireless and sensor networks, microelectronics, circuit and systems, machine learning, soft computing, mobile computing and applications, cloud computing, software engineering, graphics and image processing, rural engineering, e-commerce, e-governance, business computing, molecular computing, nano-computing, chemical computing, intelligent computing for GIS and remote sensing, bio-informatics and bio-computing. These fields are not only limited to computer researchers but also include mathematics, chemistry, biology, bio-chemistry, engineering, statistics, and all others in which computer techniques may assist.

Idea to iPhone Carla White 2013-03-29 Learn to build apps from scratch without any programming experience! Do you have a great idea for an app but have no idea where to begin? Then this is the book for you. Even if you have no programming experience, this easy-to-follow, step-by-step guide teaches you exactly what you need to know to bring your app idea to life without a lot of cash or coding. Packed with tips and tricks to get you started, this book shows you - start to finish - how to take your idea and turn it into a fully working, functional app. Walks you through getting started, designing your app, and developing your idea Helps you launch your app and then promote it Reassures you that no programming experience is needed in order to create a fully functional app Idea to iPhone is an easy-to-read

book that shows you how to get your idea from your head to the iTunes store!

iOS Code Testing Abhishek Mishra 2017-06-30 Put into motion practical examples to master Test-Driven Development (TDD) and acceptance testing in Swift. This book uses a pragmatic approach to writing well-tested code and provides techniques that can be used to retrofit tests to legacy code bases. You'll be introduced to basic principles of TDD, such as Test First, Red-Green-Refactor, Remove Duplicate code, Dependency Injection, and Single Responsibility. Approaches covered include TDD, behavior-driven development (BDD), UI, and acceptance testing with common standard/open source frameworks. iOS Code Testing offers helpful instruction to teach iOS developers to retrospectively fit tests to legacy code, refactor legacy code so as to make the code more testable, install and configure a popular Swift BDD framework, practice BDD with Xcode, and create automated UI tests with Xcode. Additionally, many projects have legacy code bases. Legacy code is often seen as a blocker when it comes to implementing any kind of testing. What You Will Learn Fit test to legacy code retrospectively Install and configure popular Swift BDD frameworks Practice BDD with Xcode Who This Book Is For Software practitioners, such as Swift developers and mobile app testers. **Disruptive Technology in Banking and Finance** Timothy King 2021-12-02 This book exemplifies the potential of FinTech to deliver important economic and societal gains, such as enhancing competition and financial inclusion to deliver tailored financial products and services at more affordable prices and at greater convenience. The emergence of FinTech directly challenges the business models of incumbent financial

intermediaries like banks, which are adapting by developing their own FinTech offerings and partnering with FinTech and large technology firms. FinTech also constitutes both known and unknown risks to financial stability and challenges regulators to evaluate whether existing regulations are sufficient. The emergence of FinTech as a global phenomenon requires insightful cross-country analysis and different perspectives to evaluate its development and associated opportunities and challenges. This book will be of interest to practitioners, regulators and students of this essential enabling technology that is a major component of the Fourth Industrial Revolution.

Proceedings of the International Conference on Paradigms of Computing, Communication and Data Sciences

Mayank Dave 2021-02-19 This book presents best selected papers presented at the International Conference on Paradigms of Computing, Communication and Data Sciences (PCCDS 2020), organized by National Institute of Technology, Kurukshetra, India, during 1–3 May 2020. It discusses high-quality and cutting-edge research in the areas of advanced computing, communications and data science techniques. The book is a collection of latest research articles in computation algorithm, communication and data sciences, intertwined with each other for efficiency.

Learning Swift Andrew J Wagner 2016-03-23 Develop the skills required to create compelling, maintainable, and robust iOS and OS X apps with Swift About This Book Write expressive, understandable, and maintainable Swift 2 code with this hands-on tutorial Unveil the complex underpinnings of Swift to turn your app ideas into reality This book is packed with real-life examples to

help you implement concepts as you learn Who This Book Is For If you are looking to build iOS or OS X apps using the most modern technology, this book is ideal for you. You will find this book especially useful if you are new to programming or if you are yet to develop for iOS or OS X. No prior programming exposure is required. What You Will Learn Form a solid understanding of the Swift 2 language Get to know the practical aspects of how a computer program actually works Understand the paradigms used by Apple's frameworks so you are not intimidated by them Utilize the vast resources written in Objective-C to better inform your Swift programming Develop a basic portfolio of Swift code by learning the critical concepts Experience both object-oriented and functional programming Get to know the new coding techniques made available by Swift 2 Discover resources to ensure you never stop becoming a better developer In Detail Swift is Apple's new programming language and the future of iOS and OS X app development. It is a high-performance language that feels like a modern scripting language. On the surface, Swift is easy to jump into, but it has complex underpinnings that are critical to becoming proficient at turning an idea into reality. This book is an approachable, step-by-step introduction into programming with Swift for everyone. It begins by giving you an overview of the key features through practical examples and progresses to more advanced topics that help differentiate the proficient developers from the mediocre ones. It covers important concepts such as Variables, Optionals, Closures, Generics, and Memory Management. Mixed in with those concepts, it also helps you learn the art of programming such as maintainability, useful design

patterns, and resources to further your knowledge. This all culminates in writing a basic iOS app that will get you well on your way to turning your own app ideas into reality. Style and approach This is an approachable, step-by-step guide to programming in Swift 2. Each topic is separated into compressible sections that are full of practical examples and easy-to-understand explanations. Each section builds on the previous topics so you can develop a proficient and comprehensive understanding of app development in Swift 2.

Swift For Dummies Jesse Feiler
2015-02-09 Swift is the future of Apple programming - the heir apparent to Objective-C, and that's good news! Designed from the ground up to be a simpler programming language, it's now easier than ever to get started creating apps for iPhone or iPad, or applications for Mac OS X! Trust *Dummies* to get you off to a strong start with Swift, whether you are an existing Objective-C programmer looking to port your code to Swift or even if you've never programmed for Apple in the past. Find out how to set up Xcode for a new Swift applications, use operators, objects, and data types; control program flow with conditional statement; and create new functions, statements, and declarations. Learn useful patterns

in an object-oriented environment and take advantage of frameworks to speed your coding along. Find out how Swift does away with pointer variables and how to reference and dereference variables instead. Existing programmers will find out how to quickly port existing objective-c applications into Swift and get into the swing of the new language very ... swiftly. In the book, you'll find coverage of: -Moving existing Objective-C code to Swift -Operators -Collections and objects -Data types -Controlling data flow -Creating and using functions -Expressions - Statements -Patterns, generic parameters, and arguments - Initializing and deinitializing data -Closures -Classes -Methods -Memory management with automatic reference counting -Casting and nesting types - Using extensions and protocols
Operation Blue Star K. S. Brar 1993
Operation Blue Star Is One Of The Most Controversial, Hotly-Debated Military Operations In The World And A Turning Point In Contemporary Indian History. This Is An Account By The Army Officer Who Led It -- Touchingly Honest, Often Anguished, Minutely Detailed. It Hides Nothing - - Not The Unexpected Reverses Suffered By The Army, Nor Its Miscalculations, Nor The Grit And Determination Of The Militants It Was Assigned To Flush Out.