

A Hands On Introduction To Using Python In The Atmospheric

A Hands-On Approach
 A Hands-On Introduction
 with Practical Examples in MOA
 Making Interactive Graphics with Processing's Python Mode
 An Introduction to Diagnostic Strategy and Clinical Reasoning, First Edition
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 A fun and hands-on introduction to machine learning, reinforcement learning, deep learning, and artificial intelligence with Python
 A Hands-on Introduction to Hacking
 A Hands-on Introduction to Learning Algorithms
 Learn Java the Easy Way
 Demystifying Computation
 Helping Hands
 Geometric Nets Mega Project Book - Tabbed
 Python Crash Course
 An Introduction to Their Literature
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 Specifying Software
 The Hands Of Children
 Arduino Workshop, 2nd Edition
 Coding for Beginners Using Python
 TensorFlow for Machine Intelligence
 Cracking the Case
 A Hands-On Introduction to Forensic Science
 Count Like an Egyptian
 A Hands-on Introduction with 65 Projects
 An Experiential Introduction to Principles of Programming Languages
 Learn Python in a Week and Master It. An Hands-On Introduction to Big Data Analysis and Mining, a Project-Based Guide with Practical Exercises
 A Hands-on Introduction to Ancient Mathematics

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ANDREW HAILEY

A Hands-On Approach MIT Press

Penetration testers simulate cyber attacks to find security weaknesses in networks, operating systems, and applications. Information security experts worldwide use penetration techniques to evaluate enterprise defenses. In *Penetration Testing*, security expert, researcher, and trainer Georgia Weidman introduces you to the core skills and techniques that every pentester needs. Using a virtual machine-based lab that includes Kali Linux and vulnerable operating systems, you'll run through a series of practical lessons with tools like Wireshark, Nmap, and Burp Suite. As you follow along with the labs and launch attacks, you'll experience the key stages of an actual assessment—including information gathering, finding exploitable vulnerabilities, gaining access to systems, post exploitation, and more. Learn how to: -Crack passwords and wireless network keys with brute-forcing and wordlists -Test web applications for vulnerabilities -Use the Metasploit Framework to launch exploits and write your own Metasploit modules -Automate social-engineering attacks -Bypass antivirus software -Turn access to one machine into total control of the enterprise in the post exploitation phase You'll even explore writing your own exploits. Then it's on to mobile hacking—Weidman's particular area of research—with her tool, the Smartphone Pentest Framework. With its collection of hands-on lessons that cover key tools and strategies, *Penetration Testing* is the introduction that every aspiring hacker needs.

A Hands-On Introduction CRC Press

Hands-on Machine Learning with R provides a practical and applied approach to learning and developing intuition into today's most popular machine learning methods. This book serves as a practitioner's guide to the machine learning process and is meant to help the reader learn to apply the machine learning stack within R, which includes using various R packages such as glmnet, h2o, ranger, xgboost, keras, and others to effectively model and gain insight from their data. The book favors a hands-on approach, providing an intuitive understanding of machine learning concepts through concrete examples and just a little bit of theory. Throughout this book, the reader will be exposed to the entire machine learning process including feature engineering, resampling, hyperparameter tuning, model evaluation, and interpretation. The reader will be exposed to powerful algorithms such as regularized regression, random forests, gradient boosting machines, deep learning, generalized low rank models, and more! By favoring a hands-on approach and using real world data, the reader will gain an intuitive understanding of the architectures and engines that drive these algorithms and packages, understand when and how to tune the various hyperparameters, and be able to interpret model results. By the end of this book, the reader should have a firm grasp of R's machine learning stack and be able to implement a systematic approach for producing high quality modeling results. Features: · Offers a practical and applied introduction to the most popular machine learning methods. · Topics covered include feature engineering, resampling, deep learning and more. · Uses a hands-on approach and real world data.

with Practical Examples in MOA No Starch Press

A Hands-On Introduction to Forensic Science, Second Edition continues in the tradition of the first edition taking a wholly unique approach to teaching forensic science. Each chapter begins with a brief, fictional narrative that runs through the entire book; it is a crime fiction narrative that describes the interaction of a veteran homicide detective teamed with a criminalist and the journey they take together to solve a missing persons case. Step-by-step the book progressive reveals pieces of information about the crime, followed by the more traditional presentation of scientific principles and concepts on a given forensic topics. Each chapter concludes with a series of user

friendly, cost effective, hands-on lab activities that provide the students the skills necessary to analyze the evidence presented in each chapters. The new edition is completely updated with special focus on new DNA techniques in DNA sequencing, DNA phenotyping, and bioinformatics. Students will engage in solving a missing persons case by documenting the crime scene, analyzing physical evidence in the lab, and presenting findings in a mock trial setting. Within the chapters themselves, students learn about the technical, forensic concepts presented within each of the opening stories segments. The book culminates with having the students playing to role of the main characters in a trial—attorneys, scientific experts, suspect, judge, bailiff, and jury—to present and judge the evidence in a mock trial setting. The mock trial will mimic what takes place in a real courtroom, and the jury of swill be asked to deliberate on the evidence presented to determine the guilt or innocence of the suspect.

Making Interactive Graphics with Processing's Python Mode Createspace Independent Publishing Platform

Geometric nets provide many hours of fascinating fun! Each net represents the surface of a unique geometric shape. Some of the shapes were described as much as 2500 years ago. A geometric net is a flat drawing that can be cut and folded into a three dimensional figure. For example, six identical squares can be made into a cube. This is because a cube has six sides, all of which are identical squares. Each of the drawings in this book can be cut and folded into a three dimensional geometric object. This book contains 253 geometric nets, a few of which are: B elongated Triangular Antiprism Cone Cube Cuboctahedron Cylinder Decagonal Antiprism Decagonal Prism Deltoidal Icositrahedron Die Disdyakis Dodecahedron Dodecahedron, Regular Elongated Pentagonal Bipyramid Elongated Pentagonal Cupola Elongated Pentagonal Pyramid Elongated Square Bipyramid Elongated Square Pyramid Elongated Triangular Antiprism Elongated Triangular Bipyramid Elongated Triangular Cupola Elongated Triangular Pyramid Frustum of a Decagon Pyramid Frustum of a Quadrilateral Pyramid Frustum of a Triangular Pyramid Great Dodecahedron Great Stellated Dodecahedron Gyroelongated Pentagonal Pyramid Gyroelongated Square Bipyramid Gyroelongated Square Prism Gyroelongated Square Pyramid Heptagonal Pyramid Heptahedron 4,4,4,3,3,3,3 Heptahedron 5,5,5,4,4,4,3 Heptahedron 6,6,4,4,4,3,3 Hexagonal Prism Hexagonal Pyramid Hexahedron 4,4,4,4,3,3 Hexahedron 5,4,4,3,3,3 Hexahedron 5,5,4,4,3,3 Icosahedron, Regular Icosidodecahedron Oblique Square Pyramid Octagonal Antiprism Octahedron, Regular Pentagonal Antiprism Pentagonal Bipyramid Pentagonal Cupola Pentagonal Prism Pentagonal Pyramid Pentagonal Rotunda Pentagrammic Prism Rectangular Pyramid Rhombic Prism Rhombicuboctahedron Right Pentagonal Star Pyramid Small Rhombidodecahedron Small Stellated Dodecahedron Snub Cube Snub Dodecahedron Square Antiprism Square Cupola Square Pyramid Square Trapezohedron Stellated Octahedron Tetrahedron - Regular Tetrakis Hexahedron Triakis Octahedron Triakis Tetrahedron Triangular Bipyramid Triangular Cupola Triangular Pentahedron Triangular Prism Triangular Pyramid, Oblique Truncated Cube Truncated Cuboctahedron Truncated Dodecahedron Truncated Icosahedron Truncated Icosidodecahedron Truncated Octahedron Truncated Square Trapezohedron Truncated Tetrahedron

An Introduction to Diagnostic Strategy and Clinical Reasoning, First Edition CRC Press

Provides an innovative hands-on introduction to techniques for specifying the behaviour of software components. It is primarily intended for use as a text book for a course in the 2nd or 3rd year of Computer Science and Computer Engineering programs, but it is also suitable for self-study. Using this book will help the reader improve programming skills and gain a sound foundation and motivation for subsequent courses in advanced algorithms and data structures, software design, formal methods, compilers, programming languages, and theory. The presentation is based on numerous examples and case studies appropriate to the level of programming expertise of the intended readership. The main topics covered are techniques for using programmer-friendly

assertional notations to specify, develop, and verify small but non-trivial algorithms and data representations, and the use of state diagrams, grammars, and regular expressions to specify and develop recognizers for formal languages.

[An Introduction to Delivering On-Demand Media](#) Oxford University Press

This book describes the steps for creating an on-demand and live streaming video in an all-in-one reference guide for new users and companies that need introduced to the technology. After reading this book, you will understand: - How the Internet works in relation to streaming media - Client/server technology, specifically related to streaming media - Strengths and limits of streaming media, including best uses for the technology - Choices of streaming media content creation tools

Arduino Workshop Syngress

An Introduction to Statistical Learning provides an accessible overview of the field of statistical learning, an essential toolset for making sense of the vast and complex data sets that have emerged in fields ranging from biology to finance to marketing to astrophysics in the past twenty years. This book presents some of the most important modeling and prediction techniques, along with relevant applications. Topics include linear regression, classification, resampling methods, shrinkage approaches, tree-based methods, support vector machines, clustering, and more. Color graphics and real-world examples are used to illustrate the methods presented. Since the goal of this textbook is to facilitate the use of these statistical learning techniques by practitioners in science, industry, and other fields, each chapter contains a tutorial on implementing the analyses and methods presented in R, an extremely popular open source statistical software platform. Two of the authors co-wrote *The Elements of Statistical Learning* (Hastie, Tibshirani and Friedman, 2nd edition 2009), a popular reference book for statistics and machine learning researchers. An Introduction to Statistical Learning covers many of the same topics, but at a level accessible to a much broader audience. This book is targeted at statisticians and non-statisticians alike who wish to use cutting-edge statistical learning techniques to analyze their data. The text assumes only a previous course in linear regression and no knowledge of matrix algebra.

[Python Data Science](#) SAGE Publications

Discover the practical aspects of implementing deep-learning solutions using the rich Python ecosystem. This book bridges the gap between the academic state-of-the-art and the industry state-of-the-practice by introducing you to deep learning frameworks such as Keras, Theano, and Caffe. The practicalities of these frameworks is often acquired by practitioners by reading source code, manuals, and posting questions on community forums, which tends to be a slow and a painful process. Deep Learning with Python allows you to ramp up to such practical know-how in a short period of time and focus more on the domain, models, and algorithms. This book briefly covers the mathematical prerequisites and fundamentals of deep learning, making this book a good starting point for software developers who want to get started in deep learning. A brief survey of deep learning architectures is also included. Deep Learning with Python also introduces you to key concepts of automatic differentiation and GPU computation which, while not central to deep learning, are critical when it comes to conducting large scale experiments. What You Will Learn Leverage deep learning frameworks in Python namely, Keras, Theano, and Caffe Gain the fundamentals of deep learning with mathematical prerequisites Discover the practical considerations of large scale experiments Take deep learning models to production Who This Book Is For Software developers who want to try out deep learning as a practical solution to a particular problem. Software developers in a data science team who want to take deep learning models developed by data scientists to production.

[An Introduction to Machine Learning](#) Lulu.com

One failing of many forensic science textbooks is the isolation of chapters into compartmentalized units. This format prevents students from understanding the connection between material learned in previous chapters with that of the current chapter. Using a unique format, *A Hands-On Introduction to Forensic Science: Cracking the Case* approaches the topic of forensic science from a real-life perspective in a way that these vital connections are encouraged and established. The book utilizes an ongoing fictional narrative throughout, entertaining students as it provides hands-on learning in order to "crack the case." As two investigators try to solve a missing persons case, each succeeding chapter reveals new characters, new information, and new physical evidence to be processed. A full range of topics are covered, including processing the crime scene, lifting prints, trace and blood evidence, DNA and mtDNA sequencing, ballistics, skeletal remains, and court testimony. Following the storyline, students are introduced to the appropriate science necessary to process the physical evidence, including math, physics, chemistry, and biology. The final element of each chapter includes a series of cost-effective, field-tested lab activities that train students in processing, analyzing, and documenting the physical evidence revealed in the narrative. Practical and realistic in its approach, this book enables students to understand how forensic science operates in the real world.

[Hands-On Artificial Intelligence for Beginners](#) Springer Science & Business Media

An introductory textbook offering a low barrier entry to data science; the hands-on approach will appeal to students from a range of disciplines.

[Penetration Testing](#) CRC Press

Learn Python—Fast! Python Crash Course is a fast-paced, thorough introduction to Python that will have you writing programs, solving problems, and making things that work in no time. In the first half of the book, you'll learn about basic programming concepts, such as lists, dictionaries, classes, and loops, and practice writing clean and readable code with exercises for each topic. You'll also learn how to make your programs interactive and how to test your code safely before adding it to a project. In the second half of the book, you'll put your new knowledge into practice with three substantial projects: a Space Invaders-inspired arcade game, data visualizations with Python's super-handly libraries, and a simple web app you can deploy online. As you work through Python Crash Course you'll learn how to: *Use powerful Python libraries and tools, including matplotlib, NumPy, and Pygal *Make 2D games that respond to keypresses and mouse clicks, and that grow more difficult as the game progresses *Work with data to generate interactive visualizations *Create and customize Web apps and deploy them safely online *Deal with mistakes and errors so you can solve your own programming problems If you've been thinking seriously about digging into programming, Python Crash Course will get you up to speed and have you writing real programs fast. Why wait any longer? Start your engines and code! Uses Python 2 and 3

[A Hands-On Introduction to Hacking](#) World Scientific Publishing Company

A textbook that uses a hands-on approach to teach principles of programming languages, with Java as the implementation language. This introductory textbook uses a hands-on approach to teach the principles of programming languages. Using Java as the implementation language, Rajan covers a range of emerging topics, including concurrency, Big Data, and event-driven programming. Students will learn to design, implement, analyze, and understand both domain-specific and general-purpose programming languages. • Develops basic concepts in languages, including means of computation, means of combination, and means of abstraction. • Examines imperative features such as references, concurrency features such as fork, and reactive features such as event handling. • Covers language features that express differing perspectives of thinking about computation, including those of logic programming and flow-based programming. • Presumes Java programming

experience and understanding of object-oriented classes, inheritance, polymorphism, and static classes. • Each chapter corresponds with a working implementation of a small programming language allowing students to follow along.

[Introduction to Artificial Intelligence](#) MIT Press

Doing Meta-Analysis with R: A Hands-On Guide serves as an accessible introduction on how meta-analyses can be conducted in R. Essential steps for meta-analysis are covered, including calculation and pooling of outcome measures, forest plots, heterogeneity diagnostics, subgroup analyses, meta-regression, methods to control for publication bias, risk of bias assessments and plotting tools.

Advanced but highly relevant topics such as network meta-analysis, multi-three-level meta-analyses, Bayesian meta-analysis approaches and SEM meta-analysis are also covered. A companion R package, dmetar, is introduced at the beginning of the guide. It contains data sets and several helper functions for the meta and metafor package used in the guide. The programming and statistical background covered in the book are kept at a non-expert level, making the book widely accessible. Features • Contains two introductory chapters on how to set up an R environment and do basic imports/manipulations of meta-analysis data, including exercises • Describes statistical concepts clearly and concisely before applying them in R • Includes step-by-step guidance through the coding required to perform meta-analyses, and a companion R package for the book

[A Hands-On Introduction to Programming](#) Springer Nature

"Introduction to LabView programming for scientists and engineers"--

[An Introduction to Statistical Learning](#) No Starch Press

Long-awaited revision of this best-selling book on the Arduino electronics platform (35,000+ copies sold). Readers gain an in-depth understanding of the Arduino -- beyond just making simple projects. The Arduino is an affordable, flexible, open source microcontroller platform designed to make it easy for hobbyists to use electronics in homemade projects. With an almost unlimited range of input and output add-ons, sensors, indicators, displays, motors, and more, the Arduino offers you countless ways to create devices that interact with the world around you. This second edition of Arduino Workshop has been updated for the latest version of Arduino IDE. It begins with an overview of the Arduino system and then moves on to coverage of various electronic components and concepts, including revised content reflecting advances in displays, touchscreens, sensors, motors, GPS, and wireless technology. You'll learn about new hardware and find updated projects that cover areas like touchscreens and LED displays, robotics, using sensors with wireless data links, and even controlling projects remotely through a cell phone. Brand new chapters include coverage of MAX7219-based LED numeric displays, LED matrix modules, and creating your own Arduino libraries. Throughout the book, hands-on projects reinforce what you've learned and show you how to apply that knowledge. As your understanding grows, the projects increase in complexity and sophistication. Along the way, you'll learn valuable lessons in coding, including how to create your own Arduino libraries to efficiently reuse code across multiple projects. Among the book's 65 projects are useful devices like: • A digital thermometer that charts temperature changes on an LCD • A GPS logger that records data from your travels, which can be displayed on Google Maps • A handy tester that lets you check the voltage of any single-cell battery • A keypad-controlled lock that requires a secret code to open You'll also learn to build Arduino toys and games like: • An electronic version of the classic six-sided die • A binary quiz game that challenges your number conversion skills • A motorized remote control car with collision detection to keep it from crashing Arduino Workshop will teach you the tricks and design principles of a master craftsman. Whatever your skill level, you'll have fun as you learn to harness the power of the Arduino for your own DIY projects.

[AN INTRODUCTION TO PSYCHO-CHIROLOGY](#) Oxford University Press, USA

Are you new to software development? Are you curious about learning what artificial intelligence is? Do you want to master the Python programming language? Well, this book is your best choice!

There may be a lot of different languages that you can work with when it comes to the coding that you would like to work with, but none are going to provide you with the benefits that you are working with. This language is so popular and used so often that there are a few different operating systems that already have some version of Python found on them for you to use. This can make it easier to get some of the coding done that you would like, and will ensure that you will get the best benefits out of it in no time. ★★ ★ This book covers: ★★ ★ What Is Python and His History and Why Learn Python ★ Getting Started with Python ★ Variables and Operators ★ Basic Operators ★ Data Types in Python And so much more!! The Python language is more natural to read: If you take a look through some of the codes that we have later on in this guidebook, you will find that this is an easy task to read through some of the different parts of the law. Even if you have not been able to work with this language before, you will still be able to look at some of the systems and notice that you recognize the parts as well. The program is open source. This means that you won't have to worry about someone taking over the code and ruining it. It also means that the original Python is free and available to anyone who wants to download it. If you are curious about this world, THEN SCROLL UP THE PAGE AND CLICK TO "BUY NOW!"

A Hands-on Approach Packt Publishing Ltd

A hands-on approach to tasks and techniques in data stream mining and real-time analytics, with examples in MOA, a popular freely available open-source software framework. Today many information sources—including sensor networks, financial markets, social networks, and healthcare monitoring—are so-called data streams, arriving sequentially and at high speed. Analysis must take place in real time, with partial data and without the capacity to store the entire data set. This book presents algorithms and techniques used in data stream mining and real-time analytics. Taking a hands-on approach, the book demonstrates the techniques using MOA (Massive Online Analysis), a popular, freely available open-source software framework, allowing readers to try out the techniques after reading the explanations. The book first offers a brief introduction to the topic, covering big data mining, basic methodologies for mining data streams, and a simple example of MOA. More detailed discussions follow, with chapters on sketching techniques, change, classification, ensemble methods, regression, clustering, and frequent pattern mining. Most of these chapters include exercises, an MOA-based lab session, or both. Finally, the book discusses the MOA software, covering the MOA graphical user interface, the command line, use of its API, and the development of new methods within MOA. The book will be an essential reference for readers who want to use data stream mining as a tool, researchers in innovation or data stream mining, and programmers who want to create new algorithms for MOA.

[Ethical Hacking](#) CRC Press

If you're interested in using social media as an investigative tool, *Introduction to Social Media Investigation* will show you how! Social networks and social media, like Facebook, Twitter, and Foursquare, are some of the most popular services on the Web, with hundreds of millions of users. The public information that people share on these sites can be valuable for anyone interested in investigating people of interest through open, public sources. Social media as an investigative device is in its infancy and not well understood. This book presents an overview of social media and discusses special skills and techniques to use when conducting investigations. The book features hands-on tutorials and case studies and offers additional data-gathering techniques. Presents an overview of social media sites, information types, privacy policies, and other general issues relevant to investigating individuals online Discusses the special skills and techniques needed when

conducting investigations using social media Includes hands-on tutorials and case studies using Facebook, LinkedIn, Twitter, and other social media sites using proven investigative techniques Shows how to gather additional data using advanced techniques such as crowdsourcing, data mining, and network analysis

[A fun and hands-on introduction to machine learning, reinforcement learning, deep learning, and artificial intelligence with Python](#) Cambridge University Press

This brand-new textbook introduces medical students, junior doctors, medical educators and allied health professionals to the vital skills of diagnostic strategy and clinical reasoning, both essential components of becoming an effective clinician. Taking the examination of the hands as a springboard – often the initial step in physical examination and from which a wealth of information can be gleaned – through real-life clinical cases readers are encouraged to refine their powers of observation and decision-making strategy. Key features: • Encourages a conscious approach to clinical reasoning – ‘see’ rather than just ‘look’ • Develops an understanding of why all clinicians can be responsible for diagnostic mistakes and how, with a raised awareness, they can work towards

avoiding error • Outlines approaches that can be used when taking a history and when examining patients in any clinical setting • Bundled e-book for use ‘on the go’ while the companion website provides additional materials for students and lecturers including self-assessment questions and teaching guidance Outlining the process of formulating and refining an initial diagnosis, in using this book the medical student or junior doctor will develop a critical self-awareness of the strategies they employ in assessing patients, learn how to improve and enhance their skills, and feel enabled to craft an appropriate management plan.

[A Hands-on Introduction to Hacking](#) No Starch Press

Hands-On Introduction to LabVIEW for Scientists and Engineers provides a learn-by-doing approach to acquiring the computer-based skills used daily in experimental work. The book is not the typical manual-like presentation of LabVIEW. Rather, Hands-On Introduction to LabVIEW guides studentsthrough using this powerful laboratory tool to carry out interesting and relevant projects. Readers, who are assumed to have no prior computer programming or LabVIEW experience, begin writing meaningful programs in the first few pages. After learning through experience, readers can master the skillsneeded to carry out effective experiments.

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