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How To Become a YouTube Superstar Quick Start Guide If you are ready to start investing in the stock market, but aren't sure of the first steps to take when investing in stocks, you've come to the right place. It might surprise you to learn that a \$10,000 investment in the S&P 500 index 50 years ago would be worth nearly \$1.2 million today. Stock investing, when done well, is among the most effective ways to build long-term wealth. We are here to teach you how. There's quite a bit you should know before you dive in. Here's a step-by-step guide to investing money in the stock market to help ensure you're doing it the right way. Perform efficient fast text representation and classification with Facebook's fastText library Key Features

Introduction to Facebook's fastText library for NLP Perform efficient word representations, sentence classification, vector representation Build better, more scalable solutions for text representation and classification Book Description Facebook's fastText library handles text representation and classification, used for Natural Language Processing (NLP). Most organizations have to deal with enormous amounts of text data on a daily basis, and gaining efficient data insights requires powerful NLP tools such as fastText. This book is your ideal introduction to fastText. You will learn how to create fastText models from the command line, without the need for complicated code. You will explore the algorithms that fastText is built on and how to use them for word representation and text classification. Next, you will use fastText in conjunction with other popular libraries and frameworks such as Keras, TensorFlow, and PyTorch. Finally, you will deploy fastText models to mobile devices. By the end of this book, you will have all the required knowledge to use fastText in your own applications at work

or in projects. What you will learn Create models using the default command line options in fastText Understand the algorithms used in fastText to create word vectors Combine command line text transformation capabilities and the fastText library to implement a training, validation, and prediction pipeline Explore word representation and sentence classification using fastText Use Gensim and spaCy to load the vectors, transform, lemmatize, and perform other NLP tasks efficiently Develop a fastText NLP classifier using popular frameworks, such as Keras, Tensorflow, and PyTorch Who this book is for This book is for data analysts, data scientists, and machine learning developers who want to perform efficient word representation and sentence classification using Facebook's fastText library. Basic knowledge of Python programming is required. The official book on the Rust programming language, written by the Rust development team at the Mozilla Foundation, fully updated for Rust 2018. The Rust Programming Language is the official book on Rust: an open source systems programming language that helps you write faster, more reliable software. Rust offers control over low-level details (such as memory usage) in combination with high-level ergonomics, eliminating the hassle traditionally associated with low-level languages. The authors of The Rust Programming Language, members of the Rust Core Team, share their knowledge and experience to show you how to

take full advantage of Rust's features--from installation to creating robust and scalable programs. You'll begin with basics like creating functions, choosing data types, and binding variables and then move on to more advanced concepts, such as:

- Ownership and borrowing, lifetimes, and traits
- Using Rust's memory safety guarantees to build fast, safe programs
- Testing, error handling, and effective refactoring
- Generics, smart pointers, multithreading, trait objects, and advanced pattern matching
- Using Cargo, Rust's built-in package manager, to build, test, and document your code and manage dependencies
- How best to use Rust's advanced compiler with compiler-led programming techniques

You'll find plenty of code examples throughout the book, as well as three chapters dedicated to building complete projects to test your learning: a number guessing game, a Rust implementation of a command line tool, and a multithreaded server. New to this edition: An extended section on Rust macros, an expanded chapter on modules, and appendixes on Rust development tools and editions. This textbook provides a starter's guide to Verilog, to be used in conjunction with a one-semester course in Digital Systems Design, or on its own for readers who only need an introduction to the language. This book is designed to match the way the material is actually taught in the classroom. Topics are presented in a manner which builds foundational knowledge before moving onto advanced topics. The author has

designed the presentation with learning goals and assessment at its core. Each section addresses a specific learning outcome that the student should be able to "do" after its completion. The concept checks and exercise problems provide a rich set of assessment tools to measure student performance on each outcome. Written the way the material is taught, enabling a bottom-up approach to learning which culminates with a high-level of learning, with a solid foundation; Emphasizes examples from which students can learn: contains a solved example for nearly every section in the book; Includes more than 200 exercise problems, as well as concept check questions for each section, tied directly to specific learning outcomes. Get started fast with Apache Hadoop 2, with the first easy, accessible guide to this revolutionary Big Data technology. Building on his unsurpassed experience teaching Hadoop and Big Data, Dr. Douglas Eadline covers all the basics you need to know to install and use Hadoop 2 on both personal computers and servers, and navigate the entire Apache Hadoop ecosystem. Eadline demystifies Hadoop 2, explains the problems it solves, shows how it relates to Big Data, and demonstrates both administrators and users work with it. He explains the central role of MapReduce in Hadoop 1, and how (and why) YARN and Hadoop 2 move beyond MapReduce. You'll find essential information on: Planning and performing Hadoop 2 installations -- including decisions about hardware, software,

clustering, and HDFS Using the Hadoop Distributed File System (HDFS) and working around its tradeoffs Running and benchmarking Hadoop 2 programs Working with MapReduce - including basic programming examples Using higher-level tools, including Pig and Hive Getting started with Apache Hadoop YARN frameworks Administering Hadoop 2 with Ambari, radmin, and automated scripts From its Getting Started checklist/flowchart to its roadmap of additional resources, Hadoop 2 Quick-Start Guide is your perfect Hadoop 2 starting point -- and your fastest way to start mastering Big Data. American Sign Language (ASL) is a vibrant, easy-to-learn language that is used by approximately half a million people each day. Current with the latest additions to ASL and filled with thousands of brand new photographs by Deaf actors, Learn American Sign Language is the most comprehensive guide of its kind. - Learn more than 800 signs, including signs for school, the workplace, around the house, out and about, food and drink, nature, emotions, small talk, and more. - Unlock the storytelling possibilities of ASL with classifiers, easy ways to modify signs that can turn "fishing" into "catching a big fish" and "walking" into "walking with a group." - Find out how to make sentences with signs, use the proper facial expressions with your signs, and other vital tips. Leverage the power of Tensorflow to Create powerful software agents that can self-learn to perform real-world tasks Key FeaturesExplore efficient Reinforcement

Learning algorithms and code them using TensorFlow and PythonTrain Reinforcement Learning agents for problems, ranging from computer games to autonomous driving. Formulate and devise selective algorithms and techniques in your applications in no time. Book Description Advances in reinforcement learning algorithms have made it possible to use them for optimal control in several different industrial applications. With this book, you will apply Reinforcement Learning to a range of problems, from computer games to autonomous driving. The book starts by introducing you to essential Reinforcement Learning concepts such as agents, environments, rewards, and advantage functions. You will also master the distinctions between on-policy and off-policy algorithms, as well as model-free and model-based algorithms. You will also learn about several Reinforcement Learning algorithms, such as SARSA, Deep Q-Networks (DQN), Deep Deterministic Policy Gradients (DDPG), Asynchronous Advantage Actor-Critic (A3C), Trust Region Policy Optimization (TRPO), and Proximal Policy Optimization (PPO). The book will also show you how to code these algorithms in TensorFlow and Python and apply them to solve computer games from OpenAI Gym. Finally, you will also learn how to train a car to drive autonomously in the Torcs racing car simulator. By the end of the book, you will be able to design, build, train, and evaluate feed-forward neural networks and convolutional neural

networks. You will also have mastered coding state-of-the-art algorithms and also training agents for various control problems. What you will learn Understand the theory and concepts behind modern Reinforcement Learning algorithms Code state-of-the-art Reinforcement Learning algorithms with discrete or continuous actions Develop Reinforcement Learning algorithms and apply them to training agents to play computer games Explore DQN, DDQN, and Dueling architectures to play Atari's Breakout using TensorFlow Use A3C to play CartPole and LunarLander Train an agent to drive a car autonomously in a simulator Who this book is for Data scientists and AI developers who wish to quickly get started with training effective reinforcement learning models in TensorFlow will find this book very useful. Prior knowledge of machine learning and deep learning concepts (as well as exposure to Python programming) will be useful. The Anarchist Cookbook will shock, it will disturb, it will provoke. It places in historical perspective an era when "Turn on, Burn down, Blow up" are revolutionary slogans of the day. Says the author "This book... is not written for the members of fringe political groups, such as the Weatherman, or The Minutemen. Those radical groups don't need this book. They already know everything that's in here. If the real people of America, the silent majority, are going to survive, they must educate themselves. That is the purpose of this book." In what the author considers a survival

guide, there is explicit information on the uses and effects of drugs, ranging from pot to heroin to peanuts. There is detailed advice concerning electronics, sabotage, and surveillance, with data on everything from bugs to scramblers. There is a comprehensive chapter on natural, non-lethal, and lethal weapons, running the gamut from cattle prods to sub-machine guns to bows and arrows. Echo is a leading framework for creating web applications with the Go language. This book will show you how to develop scalable real-world web apps, RESTful services, and backend systems with Echo. Key Features The easiest way to learn how to build web apps with Echo Build a full working project For Go developers with only basic web development knowledge required Book Description Echo is a leading framework for creating web applications with the Go language. This book will show you how to develop scalable real-world web apps, RESTful services, and backend systems with Echo. After a thorough understanding of the basics, you'll be introduced to all the concepts for a building real-world web system with Echo. You will start with the the Go HTTP standard library, and setting up your work environment. You will move on to Echo handlers, group routing, data binding, and middleware processing. After that, you will learn how to test your Go application and use templates. By the end of this book you will be able to build your very own high performance apps using Echo. A Quick Start Guide is a focussed, shorter title which provides

a faster paced introduction to a technology. They are for people who don't need all the detail at this point in their learning curve. The presentation has been streamlined to concentrate on the things you really need to know, rather than everything. What you will learn Key design considerations for high performance Echo applications How Echo handles routing How context is managed through the lifetime of the request and response pipeline Decrease complexity of your apps by developing middleware functions Interact with the request through request data bindings Interact with the response through response data renderings within the framework Use Echo's logging and error handling facilities Render Go templates within Echo to allow for server side rendering of content Who this book is for You will need to know the basics of the Go language, and the general concepts of web development. Your step by step guide with easy to follow instructions for navigating Drupal 8 Key Features Build a great Drupal website easily How to structure, create and maintain different types of content Design roles for secure editing of your site Book Description Drupal is a powerful content management platform, flexible enough to accommodate almost any content requirements. This flexibility comes with a cost: complexity. Drupal 8 Quick Start Guide will clear your path from installation to a building usable site in minutes, and to a customized site in one sitting. You will begin with installation of Drupal and going

through the main sections of the Drupal UI. Then, you will create a content type that describes its content, which simplifies the act of creating and editing the actual content later. You will learn about user roles, using real-world examples. This will help you to learn how to design roles, and how to assign appropriate permissions to them. Next, you will learn to use the WYSIWYG editor, configure it for other roles, navigate the various fields on the content creation form, and publish content. To begin to appreciate the flexibility and expandability of Drupal, you will make use of popular content-focused modules that extend Drupal's power. You will learn how to expand your market to other readers directly and through other sites by configuring content and UI translations and creating a View that provides an RSS feed. Finally, you will put everything together by customizing the home page for your new website. What you will learn Create and customize Drupal structures, such as menus, tags, and content categories Extend Drupal's capabilities with add-on modules Administer site users, their roles, and the actions to which they are granted access Understand user roles and permissions Create, edit, and publish content Use Views for custom content selection and display Expand your audience with custom RSS feeds Configure a home page with meaningful sections for a better UX Who this book is for This book is for content administrators, developers, site builders and administrators who are new to Drupal 8. This

book is about making machine learning models and their decisions interpretable. After exploring the concepts of interpretability, you will learn about simple, interpretable models such as decision trees, decision rules and linear regression. Later chapters focus on general model-agnostic methods for interpreting black box models like feature importance and accumulated local effects and explaining individual predictions with Shapley values and LIME. All interpretation methods are explained in depth and discussed critically. How do they work under the hood? What are their strengths and weaknesses? How can their outputs be interpreted? This book will enable you to select and correctly apply the interpretation method that is most suitable for your machine learning project. Buy the paperback version of this Book and get the Kindle Book version for FREE! If you want to try to learn javascript quickly this is the right, complete and simple guide, than keep reading. JavaScript is the web's programming language. Most modern websites these days use JavaScript, and all browsers include JavaScript interpreters. This makes it one of the most important programming languages today and one of the technologies every web developer should know about. This book provides a comprehensive description of the basic JavaScript language and brings new chapters documenting server-side jQuery and JavaScript. Recommended for programmers who want to learn the Web programming language and for JavaScript programmers who

want to broaden their knowledge and master the language. This is the complete and definitive JavaScript programmer's guide and reference manual. You must learn: - Basic Program - Basics of JavaScript - Features of JavaScript - Choose the right IDE - Strings - Sample Applications - Operators - Data Types - Writing Your First Program - Variables Even if you have no idea how javascript works this is the right guide for you! You will quickly learn all the javascript secrets and functions. Scroll up and click the "buy now button". Build efficient, high-performance & scalable systems to process large volumes of data with Apache Ignite Key Features Understand Apache Ignite's in-memory technology Create High-Performance app components with Ignite Build a real-time data streaming and complex event processing system Book Description Apache Ignite is a distributed in-memory platform designed to scale and process large volume of data. It can be integrated with microservices as well as monolithic systems, and can be used as a scalable, highly available and performant deployment platform for microservices. This book will teach you to use Apache Ignite for building a high-performance, scalable, highly available system architecture with data integrity. The book takes you through the basics of Apache Ignite and in-memory technologies. You will learn about installation and clustering Ignite nodes, caching topologies, and various caching strategies, such as cache aside, read and write through, and write

behind. Next, you will delve into detailed aspects of Ignite's data grid: web session clustering and querying data. You will learn how to process large volumes of data using compute grid and Ignite's map-reduce and executor service. You will learn about the memory architecture of Apache Ignite and monitoring memory and caches. You will use Ignite for complex event processing, event streaming, and the time-series predictions of opportunities and threats. Additionally, you will go through off-heap and on-heap caching, swapping, and native and Spring framework integration with Apache Ignite. By the end of this book, you will be confident with all the features of Apache Ignite 2.x that can be used to build a high-performance system architecture. What you will learn Use Apache Ignite's data grid and implement web session clustering Gain high performance and linear scalability with in-memory distributed data processing Create a microservice on top of Apache Ignite that can scale and perform Perform ACID-compliant CRUD operations on an Ignite cache Retrieve data from Apache Ignite's data grid using SQL, Scan and Lucene Text query Explore complex event processing concepts and event streaming Integrate your Ignite app with the Spring framework Who this book is for The book is for Big Data professionals who want to learn the essentials of Apache Ignite. Prior experience in Java is necessary. This complete solutions manual and study guide is the perfect

way to prepare for exams, build problem-solving skills, and get the grade you want! This useful resource reinforces skills with activities and practice problems for each chapter. After completing the end-of-chapter exercises, you can check your answers for the odd-numbered questions. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version. A comprehensive guide to rolling out Datadog to monitor infrastructure and applications running in both cloud and datacenter environments Key Features Learn Datadog to proactively monitor your infrastructure and cloud services Use Datadog as a platform for aggregating monitoring efforts in your organization Leverage Datadog's alerting service to implement on-call and site reliability engineering (SRE) processes Book Description Datadog is an essential cloud monitoring and operational analytics tool which enables the monitoring of servers, virtual machines, containers, databases, third-party tools, and application services. IT and DevOps teams can easily leverage Datadog to monitor infrastructure and cloud services, and this book will show you how. The book starts by describing basic monitoring concepts and types of monitoring that are rolled out in a large-scale IT production engineering environment. Moving on, the book covers how standard monitoring features are implemented on the Datadog platform and how they can be rolled out in a real-world production environment. As you

advance, you'll discover how Datadog is integrated with popular software components that are used to build cloud platforms. The book also provides details on how to use monitoring standards such as Java Management Extensions (JMX) and StatsD to extend the Datadog platform. Finally, you'll get to grips with monitoring fundamentals, learn how monitoring can be rolled out using Datadog proactively, and find out how to extend and customize the Datadog platform. By the end of this Datadog book, you will have gained the skills needed to monitor your cloud infrastructure and the software applications running on it using Datadog. What you will learn Understand monitoring fundamentals, including metrics, monitors, alerts, and thresholds Implement core monitoring requirements using Datadog features Explore Datadog's integration with cloud platforms and tools Extend Datadog using custom scripting and standards such as JMX and StatsD Discover how proactive monitoring can be rolled out using various Datadog features Understand how Datadog can be used to monitor microservices in both Docker and Kubernetes environments Get to grips with advanced Datadog features such as APM and Security Monitoring Who this book is for This book is for DevOps engineers, site reliability engineers (SREs), IT Production engineers, software developers and architects, cloud engineers, system administrators, and anyone looking to monitor and visualize their infrastructure and applications with Datadog.

Basic working knowledge of cloud and infrastructure is useful. Working experience of Linux distribution and some scripting knowledge is required to fully take advantage of the material provided in the book. Create an interactive online store and customize it further using Magento Key Features Straightforward guide to developing with Magento Examples of different types of extension Customize the Magento storefront and admin areas Book Description Magento is an open source, enterprise-level e-commerce platform with unlimited scope for customization. This makes it a great choice not only for vendors, but for developers as well. This book guides you through Magento development, teaching you how to develop modules that extend or change its functionality, leading to more flexible and profitable Magento stores. You start with a structural overview of the key Magento development components. You will learn where things such as plugins, events, models, controllers, layouts, and UI components fit into the development landscape. You will go through examples of using these components to extend Magento. As you progress, you will be building a diverse series of small but practical Magento modules. By the end of this book, you will not only have a solid foundation in the Magento development architecture; you will also have practical experience of developing modules to customize and extend Magento stores. What you will learn Develop a simple shipping module Build admin interfaces with the built-in

form and listing UI components Implement JavaScript components for improved customer experience Accommodate vendor needs by adding new catalog-related features Develop your way to a better checkout Improve customer interaction with new customer-related extensions Create new web APIs to make your modules more extensible Who this book is for This book is for competent PHP developers, with only basic knowledge of the Magento platform required. An accessible fast paced introduction to all aspects of Power BI for new or aspiring BI professionals, data analysts, and data visualizers Key Features Updated with the latest features in Power BI including Dataflow, AI insights, visuals and row level security Get faster and more intuitive data insights using Microsoft Power BI and its business intelligence capabilities Build accurate analytical models, reports, and dashboards Book Description This revised edition has been fully updated to reflect the latest enhancements to Power BI. It includes a new chapter dedicated to dataflow, and covers all the essential concepts such as installation, designing effective data models, as well as building basic dashboards and visualizations to help you and your organization make better business decisions. You'll learn how to obtain data from a variety of sources and clean it using Power BI Query Editor. You'll then find out how you can design your data model to navigate and explore relationships within it and build DAX formulas to make your data easier to work with.

Visualizing your data is a key element in this book, and you'll get to grips rapidly with data visualization styles and enhanced digital storytelling techniques. In addition, you will acquire the skills to build your own dataflows, understand the Common Data Model, and automate data flow refreshes to eradicate data cleansing inefficiency. This guide will help you understand how to administer your organization's Power BI environment so that deployment can be made seamless, data refreshes can run properly, and security can be fully implemented. By the end of this Power BI book, you'll have a better understanding of how to get the most out of Power BI to perform effective business intelligence. What you will learn Connect to data sources using import and DirectQuery options Use Query Editor for data transformation and data cleansing processes, including writing M and R scripts and dataflows to do the same in the cloud Design optimized data models by designing relationships and DAX calculations Design effective reports with built-in and custom visuals Adopt Power BI Desktop and Service to implement row-level security Administer a Power BI cloud tenant for your organization Use built-in AI capabilities to enhance Power BI data transformation techniques Deploy your Power BI desktop files into the Power BI Report Server Who this book is for Aspiring business intelligence professionals who want to learn Power BI will find this book useful. If you have a basic understanding of BI concepts and want to learn

how to apply them using Microsoft Power BI, this book is for you. The easiest way to learn Lua programming Key Features The easiest way to learn Lua coding Use the Lua standard libraries and debug Lua code Embed Lua as a scripting language using the Lua C API Book Description Lua is a small, powerful and extendable scripting/programming language that can be used for learning to program, and writing games and applications, or as an embedded scripting language. There are many popular commercial projects that allow you to modify or extend them through Lua scripting, and this book will get you ready for that. This book is the easiest way to learn Lua. It introduces you to the basics of Lua and helps you to understand the problems it solves. You will work with the basic language features, the libraries Lua provides, and powerful topics such as object-oriented programming. Every aspect of programming in Lua, variables, data types, functions, tables, arrays and objects, is covered in sufficient detail for you to get started. You will also find out about Lua's module system and how to interface with the operating system. After reading this book, you will be ready to use Lua as a programming language to write code that can interface with the operating system, automate tasks, make playable games, and much more. This book is a solid starting point for those who want to learn Lua in order to move onto other technologies such as Love2D or Roblox. A quick start guide is a focused, shorter title that provides a faster paced

introduction to a technology. It is designed for people who don't need all the details at this point in their learning curve. This presentation has been streamlined to concentrate on the things you really need to know. What you will learn Understand the basics of programming the Lua language Understand how to use tables, the data structure that makes Lua so powerful Understand object-oriented programming in Lua using metatables Understand standard LUA libraries for math, file io, and more Manipulate string data using Lua Understand how to debug Lua applications quickly and efficiently Understand how to embed Lua into applications with the Lua C API Who this book is for This book is for developers who want to get up and running with Lua. This book is ideal for programmers who want to learn to embed Lua in their own applications, as well as for beginner programmers who have never coded before. A fast paced guide that will help you to create, read, update and delete data using MongoDB Key Features Create secure databases with MongoDB Manipulate and maintain your database Model and use data in a No SQL environment with MongoDB Book Description MongoDB has grown to become the de facto NoSQL database with millions of users, from small start-ups to Fortune 500 companies. It can solve problems that are considered difficult, if not impossible, for aging RDBMS technologies. Written for version 4 of MongoDB, this book is the easiest way to get started with MongoDB. You will start by getting

a MongoDB installation up and running in a safe and secure manner. You will learn how to perform mission-critical create, read, update, and delete operations, and set up database security. You will also learn about advanced features of MongoDB such as the aggregation pipeline, replication, and sharding. You will learn how to build a simple web application that uses MongoDB to respond to AJAX queries, and see how to make use of the MongoDB programming language driver for PHP. The examples incorporate new features available in MongoDB version 4 where appropriate. What you will learn Get a standard MongoDB database up and running quickly Perform simple CRUD operations on the database using the MongoDB command shell Set up a simple aggregation pipeline to return subsets of data grouped, sorted, and filtered Safeguard your data via replication and handle massive amounts of data via sharding Publish data from a web form to the database using a program language driver Explore the basic CRUD operations performed using the PHP MongoDB driver Who this book is for Web developers, IT professionals and Database Administrators (DBAs) who want to learn how to create and manage MongoDB databases. Bring your data to life with Power BI Key Features Get to grips with the fundamentals of Microsoft Power BI and its Business Intelligence capabilities Build accurate analytical models, reports and dashboards Get faster and more intuitive insights from your data using Microsoft Power

BI Book Description Microsoft Power BI is a cloud-based service that helps you easily visualize and share insights using your organization's data. This book will get you started with business intelligence using the Power BI toolset, covering essential concepts such as installation, designing effective data models, as well as building basic dashboards and visualizations to make your data come to life You will learn how to get your data the way you want - connecting to data sources sources and how to clean your data with the Power BI Query Editor. You will next learn how to properly design your data model to make your data easier to work with.. You will next learn how to properly design your data model to navigate table relationships and build DAX formulas to make your data easier to work with. Visualizing your data is another key element of this book, and you will learn how to follow proper data visualization styles and enhanced digital storytelling techniques. By the end of this book, you will understand how to administer your organization's Power BI environment so deployment can be made seamless, data refreshes can run properly, and security can be fully implemented What you will learn Connect to data sources using both import and DirectQuery options Use the Query Editor to apply data transformations and data cleansing processes, including learning how to write M and R scripts Design optimized data models by designing relationships and DAX calculations Leverage built-in and custom



visuals to design effective reports Use the Power BI Desktop and Power BI Service to implement Row Level Security on your model Administer a Power BI cloud tenant for your organization Deploy your Power BI Desktop files into the Power BI Report Server Who this book is for This book is for aspiring Business Intelligence professionals who want to get up and running with Microsoft Power BI. If you have a basic understanding of BI concepts and want to learn how to apply them using Microsoft Power BI, this book is for you. Get started with JavaFX Develop and deploy interactive client applications in no time with help from this practical tutorial from Oracle Press. With a focus on working in NetBeans IDE, Quick Start Guide to JavaFX explains how to use JavaFX layouts, draw shapes, use coloring and gradient tools, load images, apply effects and transformations, include animation, and embed media. You'll also get details on using JavaFX events, subclassing existing nodes, creating custom nodes, working with WebView, and styling your applications with CSS. Designed for easy learning, the book features: Key Skills & Concepts -- Chapter-opening lists of specific skills covered in the chapter Ask the Expert -- Q&A sections filled with bonus information and helpful tips Try This -- Hands-on exercises that show you how to apply your skills Notes -- Extra information related to the topic being covered Tips -- Helpful reminders or alternate ways of doing things Cautions -- Errors and pitfalls to avoid

Annotated Syntax -- Example code with commentary that describes the programming techniques being illustrated Self-tests -- Chapter-ending quizzes to reinforce your skills Are you getting started with creating online courses or learning content, but not quite sure where to begin? Want to develop a better connection with today's online learners? A Guide to Better eLearning will help you gain a deeper understanding of the concepts behind the world's most successful online courses. Learn all about the types of content you should be using to get more engagement from your learners. And see how modern forms of technology, such as gamification and virtual reality, are making exciting changes in the eLearning space. Deploy supervised and unsupervised machine learning algorithms using scikit-learn to perform classification, regression, and clustering. Key Features Build your first machine learning model using scikit-learn Train supervised and unsupervised models using popular techniques such as classification, regression and clustering Understand how scikit-learn can be applied to different types of machine learning problems Book Description Scikit-learn is a robust machine learning library for the Python programming language. It provides a set of supervised and unsupervised learning algorithms. This book is the easiest way to learn how to deploy, optimize, and evaluate all of the important machine learning algorithms that scikit-learn provides. This book teaches you how to use scikit-learn for machine

learning. You will start by setting up and configuring your machine learning environment with scikit-learn. To put scikit-learn to use, you will learn how to implement various supervised and unsupervised machine learning models. You will learn classification, regression, and clustering techniques to work with different types of datasets and train your models. Finally, you will learn about an effective pipeline to help you build a machine learning project from scratch. By the end of this book, you will be confident in building your own machine learning models for accurate predictions. What you will learn Learn how to work with all scikit-learn's machine learning algorithms Install and set up scikit-learn to build your first machine learning model Employ Unsupervised Machine Learning Algorithms to cluster unlabelled data into groups Perform classification and regression machine learning Use an effective pipeline to build a machine learning project from scratch Who this book is for This book is for aspiring machine learning developers who want to get started with scikit-learn. Intermediate knowledge of Python programming and some fundamental knowledge of linear algebra and probability will help. Discover techniques and tools for building serverless applications with AWS Lambda Key Features Learn to write, run, and deploy Lambda functions in the AWS cloud Make the most of AWS Lambda functions to build scalable and cost-efficient systems A practical guide to developing serverless services and

applications in Node.js, Java, Python, and C#

**Book Description** AWS Lambda is a part of AWS that lets you run your code without provisioning or managing servers. This enables you to deploy applications and backend services that operate with no upfront cost. This book gets you up to speed on how to build scalable systems and deploy serverless applications with AWS Lambda. The book starts with the fundamental concepts of AWS Lambda, and then teaches you how to combine your applications with other AWS services, such as Amazon API Gateway and DynamoDB. This book will also give a quick walk through on how to use the Serverless Framework to build larger applications that can structure code or autogenerate boilerplate code that can be used to get started quickly for increased productivity. Toward the end of the book, you will learn how to write, run, and test Lambda functions using Node.js, Java, Python, and C#.

**What you will learn** Understand the fundamental concepts of AWS Lambda Get to grips with the Serverless Framework and how to create a serverless project Testing and debugging Lambda functions Create a stateful, serverless backend with DynamoDB

**Program** AWS Lambda with Java, Python, and C#

**Program** a lambda function with Node.js

**Who this book is for** This book is primarily for IT architects and developers who want to build scalable systems and deploy serverless applications with AWS Lambda. No prior knowledge of AWS is necessary. Get familiar

with writing programs in the trending new systems programming language that brings together the powerful performance of low-level languages with the advanced features like thread safety in multi-threaded code

**Key Features** Learn the semantics of Rust, which can be significantly different from other programming languages Understand clearly how to work with the Rust compiler which strictly enforces rules that may not be obvious Examples and insights beyond the Rust documentation

**Book Description** Rust is an emerging programming language applicable to areas such as embedded programming, network programming, system programming, and web development. This book will take you from the basics of Rust to a point where your code compiles and does what you intend it to do! This book starts with an introduction to Rust and how to get set for programming, including the rustup and cargo tools for managing a Rust installation and development workflow. Then you'll learn about the fundamentals of structuring a Rust program, such as functions, mutability, data structures, implementing behavior for types, and many more. You will also learn about concepts that Rust handles differently from most other languages. After understanding the Basics of Rust programming, you will learn about the core ideas, such as variable ownership, scope, lifetime, and borrowing. After these key ideas, you will explore making decisions in Rust based on data types by learning about match and if let

expressions. After that, you'll work with different data types in Rust, and learn about memory management and smart pointers. What you will learn

**Install Rust and write your first program with it**

**Understand ownership in Rust**

**Handle different data types**

**Make decisions by pattern matching**

**Use smart pointers**

**Use generic types and type specialization**

**Write code that works with many data types**

**Tap into the standard library**

**Who this book is for** This book is for people who are new to Rust, either as their first programming language or coming to it from somewhere else. Familiarity with computer programming in any other language will be helpful in getting the best out of this book. Supervised and unsupervised machine learning made easy in Scala with this quick-start guide. **Key Features** Construct and deploy machine learning systems that learn from your data and give accurate predictions Unleash the power of Spark ML along with popular machine learning algorithms to solve complex tasks in Scala. Solve hands-on problems by combining popular neural network architectures such as LSTM and CNN using Scala with DeepLearning4j library

**Book Description** Scala is a highly scalable integration of object-oriented nature and functional programming concepts that make it easy to build scalable and complex big data applications. This book is a handy guide for machine learning developers and data scientists who want to develop and train effective machine learning models in Scala. The book starts with an introduction to

machine learning, while covering deep learning and machine learning basics. It then explains how to use Scala-based ML libraries to solve classification and regression problems using linear regression, generalized linear regression, logistic regression, support vector machine, and Naïve Bayes algorithms. It also covers tree-based ensemble techniques for solving both classification and regression problems. Moving ahead, it covers unsupervised learning techniques, such as dimensionality reduction, clustering, and recommender systems. Finally, it provides a brief overview of deep learning using a real-life example in Scala. What you will learn

Get acquainted with JVM-based machine learning libraries for Scala such as Spark ML and Deeplearning4j

Learn RDDs, DataFrame, and Spark SQL for analyzing structured and unstructured data

Understand supervised and unsupervised learning techniques with best practices and pitfalls

Learn classification and regression analysis with linear regression, logistic regression, Naïve Bayes, support vector machine, and tree-based ensemble techniques

Learn effective ways of clustering analysis with dimensionality reduction techniques

Learn recommender systems with collaborative filtering approach

Delve into deep learning and neural network architectures

Who this book is for

This book is for machine learning developers looking to train machine learning models in Scala without spending too much time and effort. Some fundamental knowledge of Scala programming and some basics of

statistics and linear algebra is all you need to get started with this book. Develop and build your Docker images and deploy your Docker containers securely. Key Features

Learn Docker installation on different types of OS

Get started with developing Docker images

Use Docker with your Jenkins CI/CD system

Book Description

Docker is an open source software platform that helps you with creating, deploying, and running your applications using containers. This book is your ideal introduction to Docker and containerization. You will learn how to set up a Docker development environment on a Linux, Mac, or Windows workstation, and learn your way around all the commands to run and manage your Docker images and containers. You will explore the Dockerfile and learn how to build your own enterprise-grade Docker images. Then you will learn about Docker networks, Docker swarm, and Docker volumes, and how to use these features with Docker stacks in order to define, deploy, and maintain highly-scalable, fault-tolerant multi-container applications. Finally, you will learn how to leverage Docker with Jenkins to automate the building of Docker images and the deployment of Docker containers. By the end of this book, you will be well prepared when it comes to using Docker for your next project. What you will learn

Set up your Docker workstation on various platforms

Utilize a number of Docker commands with parameters

Create Docker images using Dockerfiles

Learn how to create and use Docker volumes

Deploy multi-node

Docker swarm infrastructure

Create and use Docker local and remote networks

Deploy multi-container applications that are HA and FT

Use Jenkins to build and deploy Docker images

Who this book is for

This guide is for anyone who needs to make a quick decision about using Docker for their next project. It is for developers who want to get started using Docker right away.

Introduction to deep learning and PyTorch by building a convolutional neural network and recurrent neural network for real-world use cases such as image classification, transfer learning, and natural language processing. Key Features

Clear and concise explanations

Gives important insights into deep learning models

Practical demonstration of key concepts

Book Description

PyTorch is extremely powerful and yet easy to learn. It provides advanced features, such as supporting multiprocessor, distributed, and parallel computation. This book is an excellent entry point for those wanting to explore deep learning with PyTorch to harness its power. This book will introduce you to the PyTorch deep learning library and teach you how to train deep learning models without any hassle. We will set up the deep learning environment using PyTorch, and then train and deploy different types of deep learning models, such as CNN, RNN, and autoencoders. You will learn how to optimize models by tuning hyperparameters and how to use PyTorch in multiprocessor and distributed environments.

We will discuss long short-term memory network (LSTMs) and build a language model to predict text. By the end of this book, you will be familiar with PyTorch's capabilities and be able to utilize the library to train your neural networks with relative ease. What you will learn

Set up the deep learning environment using the PyTorch library

Learn to build a deep learning model for image classification

Use a convolutional neural network for transfer learning

Understand to use PyTorch for natural language processing

Use a recurrent neural network to classify text

Understand how to optimize PyTorch in multiprocessor and distributed environments

Train, optimize, and deploy your neural networks for maximum accuracy and performance

Learn to deploy production-ready models

Who this book is for

Developers and Data Scientist familiar with Machine Learning but new to deep learning, or existing practitioners of deep learning who would like to use PyTorch to train their deep learning models will find this book to be useful. Having knowledge of Python programming will be an added advantage, while previous exposure to PyTorch is not needed. This book is ideal for people wanting to get up-and-running with the core concepts of machine learning using R 3.5. This book follows a step-by-step approach to implementing an end-to-end pipeline, addressing data collection and processing, various types of data analysis, and machine learning use cases. A practical guide for solving complex data processing challenges

by applying the best optimizations techniques in Apache Spark. Key Features

Learn about the core concepts and the latest developments in Apache Spark

Master writing efficient big data applications with Spark's built-in modules for SQL, Streaming, Machine Learning and Graph analysis

Get introduced to a variety of optimizations based on the actual experience

Book Description

Apache Spark is a flexible framework that allows processing of batch and real-time data. Its unified engine has made it quite popular for big data use cases. This book will help you to get started with Apache Spark 2.0 and write big data applications for a variety of use cases. It will also introduce you to Apache Spark - one of the most popular Big Data processing frameworks. Although this book is intended to help you get started with Apache Spark, but it also focuses on explaining the core concepts. This practical guide provides a quick start to the Spark 2.0 architecture and its components. It teaches you how to set up Spark on your local machine. As we move ahead, you will be introduced to resilient distributed datasets (RDDs) and DataFrame APIs, and their corresponding transformations and actions. Then, we move on to the life cycle of a Spark application and learn about the techniques used to debug slow-running applications. You will also go through Spark's built-in modules for SQL, streaming, machine learning, and graph analysis. Finally, the book will lay out the best practices and optimization techniques that are key for writing

efficient Spark applications. By the end of this book, you will have a sound fundamental understanding of the Apache Spark framework and you will be able to write and optimize Spark applications. What you will learn

Learn core concepts such as RDDs, DataFrames, transformations, and more

Set up a Spark development environment

Choose the right APIs for your applications

Understand Spark's architecture and the execution flow of a Spark application

Explore built-in modules for SQL, streaming, ML, and graph analysis

Optimize your Spark job for better performance

Who this book is for

If you are a big data enthusiast and love processing huge amount of data, this book is for you. If you are data engineer and looking for the best optimization techniques for your Spark applications, then you will find this book helpful. This book also helps data scientists who want to implement their machine learning algorithms in Spark. You need to have a basic understanding of any one of the programming languages such as Scala, Python or Java.

Raspberry Pi has long been the gold standard for inexpensive single-board computing, powering everything from robots, smart home devices to allowing students to run experiments on the International Space Station. This book is a getting started guide to the Raspberry Pi, with insights into the Raspberry Operating system based on Debian Linux. This book introduces you to the Raspberry Pi 4 hardware and the Raspberry Pi Operating system based on Linux. Teachers and students can learn

about the various applications in Linux for everyday use and the command line tool, which is explained in an easy-to-understand format. After a couple of weeks of learning and practising the Linux command line, the student can dive into more advanced topics like shell scripting and troubleshooting, covered in the last few chapters. Apply functional Reactive programming for simple and scalable state management with MobX

### Key Features

The easiest way to learn MobX to enhance your client-side state-management Understand how the concepts and components fit together Work through different state management scenarios with MobX

### Book Description

MobX is a simple and highly scalable state management library in JavaScript. Its abstractions can help you manage state in small to extremely large applications. However, if you are just starting out, it is essential to have a guide that can help you take the first steps. This book aims to be that guide that will equip you with the skills needed to use MobX and effectively handle the state management aspects of your application. You will first learn about observables, actions, and reactions: the core concepts of MobX. To see how MobX really shines and simplifies state management, you'll work through some real-world use cases. Building on these core concepts and use cases, you will learn about advanced MobX, its APIs, and libraries that extend MobX. By the end of this book, you will not only have a solid conceptual understanding of MobX, but also practical experience. You will

gain the confidence to tackle many of the common state management problems in your own projects. What you will learn

### Explore the fundamental concepts of MobX, such as

- observables, actions, and reactions
- Use observables to track state and react to its changes with validations and visual feedback (via React Components)
- Create a MobX observable from different data types
- Define form data as an observable state and tackle sync and async form validations
- Use the special APIs to directly manipulate observables, tracking its changes, and discovering the reasons behind a change
- Tackle any state management issue you may have in your app by combining mobx-utils and mobx-state-tree
- Explore the internals of the MobX reactive system by diving into its inner workings

Who this book is for This book is for web developers who want to implement easy and scalable state management for their apps. Knowledge of HTML, CSS, and JavaScript is assumed

### Combine advanced analytics including

- Machine Learning, Deep Learning
- Neural Networks and Natural Language Processing with modern scalable technologies including Apache Spark to derive actionable insights from Big Data in real-time

### Key Features

- Make a hands-on start in the fields of Big Data, Distributed Technologies and Machine Learning
- Learn how to design, develop and interpret the results of common Machine Learning algorithms
- Uncover hidden patterns in your data in order to derive real actionable insights and business value

Book

### Description

Every person and every organization in the world manages data, whether they realize it or not. Data is used to describe the world around us and can be used for almost any purpose, from analyzing consumer habits to fighting disease and serious organized crime. Ultimately, we manage data in order to derive value from it, and many organizations around the world have traditionally invested in technology to help process their data faster and more efficiently. But we now live in an interconnected world driven by mass data creation and consumption where data is no longer rows and columns restricted to a spreadsheet, but an organic and evolving asset in its own right. With this realization comes major challenges for organizations: how do we manage the sheer size of data being created every second (think not only spreadsheets and databases, but also social media posts, images, videos, music, blogs and so on)? And once we can manage all of this data, how do we derive real value from it? The focus of Machine Learning with Apache Spark is to help us answer these questions in a hands-on manner. We introduce the latest scalable technologies to help us manage and process big data. We then introduce advanced analytical algorithms applied to real-world use cases in order to uncover patterns, derive actionable insights, and learn from this big data. What you will learn

- Understand how Spark fits in the context of the big data ecosystem
- Understand how to deploy and configure a local

development environment using Apache Spark Understand how to design supervised and unsupervised learning models Build models to perform NLP, deep learning, and cognitive services using Spark ML libraries Design real-time machine learning pipelines in Apache Spark Become familiar with advanced techniques for processing a large volume of data by applying machine learning algorithms Who this book is for This book is aimed at Business Analysts, Data Analysts and Data Scientists who wish to make a hands-on start in order to take advantage of modern Big Data technologies combined with Advanced Analytics. TensorFlow is one of the most popular machine learning frameworks in Python. With this book, you will improve your knowledge of some of the latest TensorFlow features and will be able to perform supervised and unsupervised machine learning and also train neural networks. Arduino is an open-source platform that makes DIY electronics projects easier than ever. Gone are the days when you had to learn electronics theory and arcane programming languages before you could even get an LED to blink. Now, with this new edition of the bestselling *Arduino: A Quick-Start Guide*, readers with no electronics experience can create their first gadgets quickly. This book is up-to-date for the new Arduino Zero board, with step-by-step instructions for building a universal remote, a motion-sensing game controller, and many other fun, useful projects. This Quick-Start

Guide is packed with fun, useful devices to create, with step-by-step instructions and photos throughout. You'll learn how to connect your Arduino to the Internet and program both client and server applications. You'll build projects such as your own motion-sensing game controller with a three-axis accelerometer, create a universal remote with an Arduino and a few cheap parts, build your own burglar alarm that emails you whenever someone's moving in your living room, build binary dice, and learn how to solder. In one of several new projects in this edition, you'll create your own video game console that you can connect to your TV set. This book is completely updated for the new Arduino Zero board and the latest advances in supporting software and tools for the Arduino. Sidebars throughout the book point you to exciting real-world projects using the Arduino, exercises extend your skills, and "What If It Doesn't Work" sections help you troubleshoot common problems. With this book, beginners can quickly join the worldwide community of hobbyists and professionals who use the Arduino to prototype and develop fun, useful inventions. What You Need: This is the full list of all parts you'd need for all projects in the book; some of these are provided as part of various kits that are available on the web, or you can purchase individually. Sources include [adafruit.com](http://adafruit.com), [makershed.com](http://makershed.com), [radioshack.com](http://radioshack.com), [sparkfun.com](http://sparkfun.com), and [mouser.com](http://mouser.com). Please note we do not support or endorse any of these vendors, but we list them here as a convenience for you.

Arduino Zero (or Uno or Duemilanove or Diecimila) board USB cable Half-size breadboard Pack of LEDs (at least 3, 10 or more is a good idea) Pack of 100 ohm, 10k ohm, and 1k ohm resistors Four pushbuttons Breadboard jumper wire / connector wire Parallax Ping))) sensor Passive Infrared sensor An infrared LED A 5V servo motor Analog Devices TMP36 temperature sensor ADXL335 accelerometer breakout board 6 pin 0.1" standard header (might be included with the ADXL335) Nintendo Nunchuk Controller Arduino Ethernet shield Arduino Proto shield and a tiny breadboard (optional but recommended) Piezo speaker/buzzer (optional) Tilt sensor (optional) A 25-30 Watts soldering iron with a tip (preferably 1/16") A soldering stand and a sponge A standard 60/40 solder (rosin-core) spool for electronics work Get Started Fast with Apache Hadoop® 2, YARN, and Today's Hadoop Ecosystem With Hadoop 2.x and YARN, Hadoop moves beyond MapReduce to become practical for virtually any type of data processing. Hadoop 2.x and the Data Lake concept represent a radical shift away from conventional approaches to data usage and storage. Hadoop 2.x installations offer unmatched scalability and breakthrough extensibility that supports new and existing Big Data analytics processing methods and models. Hadoop® 2 Quick-Start Guide is the first easy, accessible guide to Apache Hadoop 2.x, YARN, and the modern Hadoop ecosystem. Building on his unsurpassed experience teaching Hadoop

and Big Data, author Douglas Eadline covers all the basics you need to know to install and use Hadoop 2 on personal computers or servers, and to navigate the powerful technologies that complement it. Eadline concisely introduces and explains every key Hadoop 2 concept, tool, and service, illustrating each with a simple “beginning-to-end” example and identifying trustworthy, up-to-date resources for learning more. This guide is ideal if you want to learn about Hadoop 2 without getting mired in technical details. Douglas Eadline will bring you up to speed quickly, whether you’re a user, admin, devops specialist, programmer, architect, analyst, or data scientist. Coverage Includes Understanding what Hadoop 2 and YARN do, and how they improve on Hadoop 1 with MapReduce Understanding Hadoop-based Data Lakes versus RDBMS Data Warehouses Installing Hadoop 2 and core services on Linux machines, virtualized sandboxes, or clusters Exploring the Hadoop Distributed File System (HDFS) Understanding the essentials of MapReduce and YARN application programming Simplifying programming and data movement with Apache Pig, Hive, Sqoop, Flume, Oozie, and HBase Observing application progress, controlling jobs, and managing workflows Managing Hadoop efficiently with Apache Ambari—including recipes for HDFS to NFSv3 gateway, HDFS snapshots, and YARN configuration Learning basic Hadoop 2 troubleshooting, and installing Apache Hue and

Apache Spark Printed in full color. Android is booming like never before, with millions of devices shipping every day. It's never been a better time to learn how to create your own 3D games and live wallpaper for Android. You'll find out all about shaders and the OpenGL pipeline, and discover the power of OpenGL ES 2.0, which is much more feature-rich than its predecessor. If you can program in Java and you have a creative vision that you'd like to share with the world, then this is the book for you. This book will teach you everything you need to know to create compelling graphics on Android. You'll learn the basics of OpenGL by building a simple game of air hockey, and along the way, you'll see how to initialize OpenGL and program the graphics pipeline using shaders. Each lesson builds upon the one before it, as you add colors, shading, 3D projections, touch interaction, and more. Then, you'll find out how to turn your idea into a live wallpaper that can run on the home screen. You'll learn about more advanced effects involving particles, lighting models, and the depth buffer. You'll understand what to look for when debugging your program, and what to watch out for when deploying to the market. OpenGL can be somewhat of a dark art to the uninitiated. As you read this book, you'll learn each new concept from first principles. You won't just learn about a feature; you'll also understand how it works, and why it works the way it does.

Everything you learn is forward-compatible with the just-released OpenGL ES 3, and you can even apply these techniques to other platforms, such as iOS or HTML5 WebGL. Learn how to use R to turn raw data into insight, knowledge, and understanding. This book introduces you to R, RStudio, and the tidyverse, a collection of R packages designed to work together to make data science fast, fluent, and fun. Suitable for readers with no previous programming experience, R for Data Science is designed to get you doing data science as quickly as possible. Authors Hadley Wickham and Garrett Grolemund guide you through the steps of importing, wrangling, exploring, and modeling your data and communicating the results. You'll get a complete, big-picture understanding of the data science cycle, along with basic tools you need to manage the details. Each section of the book is paired with exercises to help you practice what you've learned along the way. You'll learn how to: Wrangle—transform your datasets into a form convenient for analysis Program—learn powerful R tools for solving data problems with greater clarity and ease Explore—examine your data, generate hypotheses, and quickly test them Model—provide a low-dimensional summary that captures true "signals" in your dataset Communicate—learn R Markdown for integrating prose, code, and results

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