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Quick Start, Rock Bass SOLIDWORKS 2018 Quick Start with Video Instruction SOLIDWORKS 2023 Quick Start SOLIDWORKS 2020 Quick Start SOLIDWORKS 2019 Quick Start SOLIDWORKS 2021 Quick Start SOLIDWORKS 2022 Quick Start Bootstrap 4 Quick Start Quick Start Guide to Verilog Truffle Quick Start Guide Online Advertising: Your Quick Start Guide Membership Site Quick Start Quick Start Guide to VHDL Lua Quick Start Guide Racing Weight Quick Start Guide Machine Learning with Go Quick Start Guide The Quick-Start Beginner's Guide to the Bible Quicken 5 Quick Reference QUICK START GUIDE TO BODYWEIGHT STRENGTH TRAINING Altova® StyleVision® 2008 User & Reference Manual Quick Start Blues Guitar Android Quick Start Guide, Android 5.0, Lollipop GeoVision GV-Edge Recording Quick Start Guide Keto Quick Start Android Quick Start Guide, Android Mobile Technology Platform, 4.4, KitKat ReasonML Quick Start Guide The New Consultant's Quick Start Guide The Quick-Start Guide to the Whole Bible Apache Spark Quick Start Guide Caffe2 Quick Start Guide Salesforce Process Builder Quick Start Guide QGIS Quick Start Guide Microsoft Power BI Quick Start Guide Python Data Mining Quick Start Guide Acne Cure: Your Quick Start Guide Apache Ignite Quick Start Guide Practical DV Filmmaking Quick Start Guide to Verilog Quick Start Toolkit - The Entrepreneur's step-by-step guide to POWER up your business fast! Unix Administration Quick Guide

Any business requires promotion in order to flourish. This is evident from the fact that businesses depend a lot on advertising to reach the desired audience. With all the conventional media backing you, if you still feel that you are missing out the desired audience then it is the ripe time for you to consider website or Internet advertising. Discover everything you need to know by grabbing a copy of this ebook today. Build and train scalable neural network models on various platforms by leveraging the power of Caffe2 Key FeaturesMigrate models trained with other deep learning frameworks on Caffe2Integrate Caffe2 with Android or iOS and implement deep learning models for mobile devicesLeverage the distributed capabilities of Caffe2 to build models that scale easilyBook Description Caffe2 is a popular deep learning library used for fast and scalable training and inference of deep learning models on various platforms. This book introduces you to the Caffe2 framework and shows how you can leverage its power to build, train, and deploy efficient neural network models at scale. It will cover the topics of installing Caffe2, composing networks using its operators, training models, and deploying models to different architectures. It will also show how to import models from Caffe and from other frameworks using the ONNX interchange format. It covers the topic of deep learning accelerators such as CPU and GPU and shows how to deploy Caffe2 models for inference on accelerators using inference engines. Caffe2 is built for deployment to a diverse set of hardware, using containers on the cloud and resource constrained hardware such as Raspberry Pi, which will be demonstrated. By the end of this book, you will be able to not only compose

and train popular neural network models with Caffe2, but also be able to deploy them on accelerators, to the cloud and on resource constrained platforms such as mobile and embedded hardware. What you will learn

Build and install Caffe2

Compose neural networks

Train neural network on CPU or GPU

Import a neural network from Caffe

Import deep learning models from other frameworks

Deploy models on CPU or GPU accelerators using inference engines

Deploy models at the edge and in the cloud

Who this book is for

Data scientists and machine learning engineers who wish to create fast and scalable deep learning models in Caffe2 will find this book to be very useful. Some understanding of the basic machine learning concepts and prior exposure to programming languages like C++ and Python will be useful. 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 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.

Discover How to Build a Passive Income-Generating, Traffic-Building, Reputation-Creating Membership Website In 6 EASY Steps!

Creating membership websites is an excellent way to build an on-going revenue stream. While this is one of the most lucrative profit opportunities available online today, in order to make the most of this business opportunity, it is important to understand the necessary ingredients for a successful website. In this guide, we are going to explore all of the key components that must be utilized to launch a membership website; beginning with the brainstorming

and planning phases and extending through the post-launch. Understanding the various ins and outs of constructing successful membership websites can help you to achieve the business opportunity you have always dreamed of. Below are the topics that you are about to learn: The Benefits of Membership Sites Locating your Niche Brainstorming and Planning Understanding the Market Gaining Attention Knowing your Target Market Attracting a Wider Audience Building the Buzz The Importance of Having Everything in Place Your Server and Hosting Payment Processing Developing Incentives Customer Service and Support Relationship Building Introduces Android 5.0™ (Lollipop®) for Nexus and Google Play edition devices. Available globally. For complete online help, see <http://goo.gl/Sn5RG8> This quick start guide will bring the readers to a basic level of understanding when it comes to the Machine Learning (ML) development lifecycle, will introduce Go ML libraries and then will exemplify common ML methods such as Classification, Regression, and Clustering Key Features Your handy guide to building machine learning workflows in Go for real-world scenarios Build predictive models using the popular supervised and unsupervised machine learning techniques Learn all about deployment strategies and take your ML application from prototype to production ready Book Description Machine learning is an essential part of today's data-driven world and is extensively used across industries, including financial forecasting, robotics, and web technology. This book will teach you how to efficiently develop machine learning applications in Go. The book starts with an introduction to machine learning and its development process, explaining the types of problems that it aims to solve and the solutions it offers. It then covers setting up a frictionless Go development environment, including running Go interactively with Jupyter notebooks. Finally, common data processing techniques are introduced. The book then teaches the reader about supervised and unsupervised learning techniques through worked examples that include the implementation of evaluation metrics. These worked examples make use of the prominent open-source libraries GoML and Gonum. The book also teaches readers how to load a pre-trained model and use it to make predictions. It then moves on to the operational side of running machine learning applications: deployment, Continuous Integration, and helpful advice for effective logging and monitoring. At the end of the book, readers will learn how to set up a machine learning project for success, formulating realistic success criteria and accurately translating business requirements into technical ones. What you will learn Understand the types of problem that machine learning solves, and the various approaches Import, pre-process, and explore data with Go to make it ready for machine learning algorithms Visualize data with gonum/plot and Gophernotes Diagnose common machine learning problems, such as overfitting and underfitting Implement supervised and unsupervised learning algorithms using Go libraries Build a simple web service around a model and use it to make predictions Who this book is for This book is for developers and data scientists with at least beginner-level knowledge of Go, and a vague idea of what types of problem Machine Learning aims to tackle. No advanced knowledge of Go (and no theoretical understanding of the math that underpins Machine Learning) is required. Written for the beginner, Practical DV Filmmaking guides you thorough the process of making a film with low-cost digital equipment: from development through to production, post-production

and distribution. While the technical tools you need are fully explained, the book concentrates on filmmaking principles throughout, illustrating how these tools can be used to achieve stylistic approaches for innovative filmmaking. The book assumes no background knowledge in either technology or filmmaking and is divided into four key areas: *DEVELOPMENT: turn your idea into a workable script, storyboard and schedule. *PRODUCTION: develop skills to shoot original short films and turn a zero-to-low budget to your advantage. *POST-PRODUCTION: learn basic editing techniques to enhance your original idea using iMovie, Premiere and other popular tools. *DISTRIBUTION: set up a website and use the internet to promote your film. Includes numerous links to useful websites. Plus, top tips for how to enter a film festival and a new chapter on developing a career. Projects enable you to master each step of the process taking you through different aspects of filmmaking today. Gradually you will find out where your strengths lie and how to make the most of them. The book also encourages stylistic development by intruding theoretical approaches to filmmaking. A glossary of terms plus an appendix of resources make this guide a one-stop essential handbook to DV filmmaking practice for beginners and student filmmakers. The complete pocket reference for the most popular financial management package. Alphabetical listings make commands easy to find. Provides an overview of Quicken operations and includes notes and tips for more efficiency.

SOLIDWORKS 2018 Quick Start with video instruction introduces the new user to the basics of using SOLIDWORKS 3D CAD software in five easy lessons. This book is intended for the student or designer that needs to learn SOLIDWORKS quickly and effectively for senior capstone, machine design, kinematics, dynamics, and other engineering and technology projects that use SOLIDWORKS as a tool. Engineers in industry are expected to have SOLIDWORKS skills for their company's next project. Students need to learn SOLIDWORKS without taking a formal CAD course. Based on years of teaching SOLIDWORKS to engineering students, SOLIDWORKS 2018 in 5 Hours concentrates on the areas where the new user improves efficiency in the design modeling process. By learning the correct SOLIDWORKS skills and file management techniques, you gain the most knowledge in the shortest period of time. You develop a mini Stirling Engine and investigate the proper design intent and constraints. The mini Stirling Engine is based on the external combustion, closed cycle engine of Scottish inventor Robert Stirling. In addition to 3D modeling, the engine can be used to teach and connect many engineering and physics principles. You begin with an overview of SOLIDWORKS and the User Interface (UI), its menus, toolbars and commands. With a quick pace, you learn the essentials of 2D sketching, part and assembly creation, perform motion study, develop detailed part and assembly drawings and much more. Begin losing 5, 10, or 20+ pounds in 4, 6, or 8 weeks! Matt Fitzgerald's Racing Weight Quick Start Guide applies all the principles of his best-selling book Racing Weight in a detailed set of weight-loss training plans. You will devote 4 to 8 weeks to starting a weight loss of 5, 10, or 20+ pounds. Lose weight quickly by following a schedule of high-intensity workouts and strength training as well as a menu of calorie-restricted, high-protein meals and snacks. Low-volume and high-volume plans make it possible for cyclists, runners, and triathletes with a wide range of experience to maintain their training levels. Replace fat with muscle while keeping your

appetite in check. Once you've hit your quick start weight-loss goals, you will continue drop ping unwanted pounds using the proven strategies of the Racing Weight program. Zero in on your racing weight through improved diet quality, balanced macronutrient levels, proper timing of meals and snacks, appetite management, and training for lean body composition. The Racing Weight Quick Start Guide will accelerate your season goals so you'll be racing leaner and faster than ever before. SOLIDWORKS 2023 Quick Start introduces new users to the basics of using SOLIDWORKS 3D CAD software in five easy lessons. This book is intended for the student or designer who needs to learn SOLIDWORKS quickly and effectively. This book is perfect for engineers in industry who are expected to have SOLIDWORKS skills for their company's next project or students who need to learn SOLIDWORKS without taking a comprehensive CAD course. Based on years of teaching SOLIDWORKS to engineering students, SOLIDWORKS 2023 Quick Start concentrates on the areas where new users can improve efficiency in the design modeling process. By learning the correct SOLIDWORKS skills and file management techniques, you gain the most knowledge in the shortest period of time. This book begins with an overview of SOLIDWORKS and the User Interface (UI), its menus, toolbars and commands. With a quick pace, you learn the essentials of 2D sketching, part and assembly creation, perform motion study, develop detailed part and assembly drawings and much more. Throughout this book you develop a mini Stirling Engine and investigate the proper design intent and constraints. Bonus Chapters Two bonus chapters are included with this book. Chapter six is a review of the Certified SOLIDWORKS Associate (CSWA) exam. It will help you understand the curriculum and categories of the CSWA exam and the required model knowledge needed to successfully take and pass the exam. Chapter seven is an introduction to additive manufacturing (3D printing). It covers the difference between additive and subtractive manufacturing, 3D printer terminology, knowledge of preparing, saving, and printing a model on a Fused Filament Fabrication 3D printer and much more. This chapter also includes information on the Certified SOLIDWORKS Additive Manufacturing Certification (CSWA-AM) exam. An action plan for working as a consultant Management consulting is a \$250 billion industry and growing at a rate of over four percent annually. Many predict that more than 40 percent of the U.S. workforce will soon be contingent, freelance, or consulting members of the workforce—making this book more relevant than ever. Individuals become independent consultants out of necessity or preference: necessity because they lost their job or the company offered an attractive exit package; preference because they want a career change, more control over their time, or an enriched, varied work situation. Consulting also appeals to the Millennial workforce who are searching for careers that offer a good salary as well as meaningful work. The New Consultant's Quick Start Guide: • Serves as a companion to The New Business of Consulting • Provides you with a place to plan your transition into consulting • Helps you identify your niche, develop a business plan, charge what you're worth, and create a marketing strategy to ensure a steady stream of clients • Prepares you for changes you will encounter beyond your professional life, including social, family, and financial aspects The New Consultant's Quick Start Guide helps you work through the challenges of consulting such as working alone, deciding on necessary insurance coverage, finding your first clients,

struggling with cash flow, and understanding market trends. This book not only delivers the theoretical concept of UNIX, but also describes how we can work on it in a live environment. It's just like a "Two in One" package where not only you clear your theoretical concept, but also you get a clear practical view and makes you capable of managing your own UNIX server(s) or home PC. It provides various theoretical and practical concepts in the form of quick tips which attracts a user while reading and develops a crystal clear understanding of various UNIX core concepts which are usually missed when you read a normal UNIX book, which will also prepare you for a UNIX or Linux interview or exam. Since this book is written by an administrator who works on managing live UNIX servers, so it also emphasizes how to troubleshoot various issues and bring the system and services up in case of any failure. Develop, test, and deploy decentralized applications for Ethereum platform

Key Features

- Build your first Ethereum Dapp with Truffle: the most popular Ethereum development framework
- Build, compile, and deploy smart contracts in your development environment
- Embrace Blockchains and utilize it to create new generation of secured and scalable apps

Book Description

Truffle is a world-class development environment, testing framework and asset pipeline for Ethereum, aiming to make life as an Ethereum developer easier. If you are a web developer wanting to try your hand at developing Dapps with Truffle, then this is the book for you. This book will teach you to write smart contracts and build Dapps with Truffle. You will begin with covering the basics of Truffle, briefly explaining how it integrates Solidity and Web3, in order to start building a mini decentralized application. Also, you will dive into migration, testing and integrating Truffle with the use of popular JavaScript frameworks. Lastly, you will ship your decentralized application and package it into a product. Moreover, you will go through the best practices in Truffle, so as to increase your proficiency in building Dapps with Truffle. By the end of the book, you will be able to write smart contracts and build decentralized applications with Truffle on Ethereum blockchains.

What you will learn

- Understand the fundamentals of Truffle and Web3
- Build a decentralized application with Truffle, while choosing the correct Ethereum client
- Connect your Dapp to Ethereum clients including Geth, Parity, and Ganache
- Migrate and test your Dapp with the correct networks such as Ropsten and Rinkeby
- Package a decentralized application into a user-friendly product by integrating Truffle with JavaScript frameworks such as Angular, React and Vue
- Explore tools including Ethereum Package Manager, the Registrar and browser wallets, and exploit third-party smart contract libraries.
- Evaluate the common migration pitfalls and how to mitigate them

Who this book is for

This book is for web developers who are interested in the new world blockchain. Some basic understanding of JavaScript and web services is required. No prior knowledge of Decentralized applications or blockchain is required. This is the perfect method for beginners who want to get started down the road of playing rock bass. Techniques are clearly explained with photos and descriptions, and bass lines are presented in both standard music notation and TAB. This textbook provides a starter's guide to VHDL. This book can be used in conjunction with a one-semester course in Digital Systems Design or on its own for designers who only need an introduction to the language. This book is designed to provide a bottoms-up approach to learning the VHDL language.

This design supports a course in which foundational knowledge is covered before moving into advanced topics. However, this design also supports use as a reference manual. 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. Want to improve the design of your website or web application without having to write CSS styles from scratch? Learning HTML and CSS is a lot more challenging than it used to be. Responsive web design adds more layers of complexity to design and develop websites. In this book you will become familiar with the new cards component, setting up the new flexbox grid layout, customizing the look and feel, how to follow the mobile-first development workflow, and more! Web designer and developer Jacob Lett has built 100+ websites and WordPress themes. Let him show you exactly how to build responsive layouts that look great in every browser and device. He shares what you can't learn from the official documentation... the process of actually building a full layout. This book is focused on the workflow and does not duplicate what you can already find in the official documentation. This book will show you how to reference the documentation and use it effectively in your projects. BONUS: Includes a link to download a free cheat sheets bundle and a 1 hour training video.

Who is this for? You're an absolute beginner and want to become a web developer. You learned HTML and CSS 5-10 years ago but are new to responsive web design basics. You have used Bootstrap before but want to learn new techniques and workflow. What will I learn? Learn what responsive web design is, the history behind it, and how the Bootstrap 4 frontend framework makes it easier to implement. Learn the web design process and workflow necessary to make a responsive website and application with Bootstrap 4. Learn what's new in Bootstrap 4 with a deep focus on CSS3 Flexbox, Cards, and the responsive grid layout. What will I build?

Responsive Marketing Homepage - Topics covered: responsive images, image cards, parallax background images, Google fonts, carousel cross-fade, and vertical centered text. Bootstrap Admin Dashboard - Topics covered: 100% height sidebar, card deck, FontAwesome icons, responsive charts and tables, and custom navigation tree menu. How is this training unique? Learn by doing as you build two professional responsive layouts examples step-by-step. Focused on the workflow vs duplicating what you can find in the official documentation. This book will show you how to reference the documentation and use it effectively in your projects. Uses hyperlinks to point to code demos, snippets, videos, and external resources. What do I need? Some experience with HTML and CSS is helpful but not necessary. Does not require knowing Sass, command line, or Photoshop. A computer with Google Chrome. A text editor like Atom and an internet connection. You want to build a beautiful website or user interface that works on all major browsers. Let Jacob show you how step by step. If you like detailed step by step guides, plenty of examples, and printable cheat sheets, then you'll love Jacob Lett's approach at how he creates responsive layouts using Bootstrap 4. Buy the Bootstrap 4 Quick Start today and start building responsive layouts in less time and with less effort! This easy, step-by-step method will have beginners playing blues guitar right away. Photos, descriptions and examples

in both standard music notation and TAB guide aspiring musicians smoothly through the course so learning is clear, fun and effective. Step through loading GIS data, creating GIS data, styling GIS and making maps with QGIS following a simple narrative that will allow you to build confidence as you progress. Key Features Work with GIS data, a step by step guide from creation to making a map Perform geoprocessing tasks and automate them using model builder Explore a range of features in QGIS 3.4, discover the power behind open source desktop GIS Book Description QGIS is a user friendly, open source geographic information system (GIS). The popularity of open source GIS and QGIS, in particular, has been growing rapidly over the last few years. This book is designed to help beginners learn about all the tools required to use QGIS 3.4. This book will provide you with clear, step-by-step instructions to help you apply your GIS knowledge to QGIS. You begin with an overview of QGIS 3.4 and its installation. You will learn how to load existing spatial data and create vector data from scratch. You will then be creating styles and labels for maps. The final two chapters demonstrate the Processing toolbox and include a brief investigation on how to extend QGIS. Throughout this book, we will be using the GeoPackage format, and we will also discuss how QGIS can support many different types of data. Finally, you will learn where to get help and how to become engaged with the GIS community. What you will learn Use existing data to interact with the canvas via zoom/pan/selection Create vector data and a GeoPackage and build a simple project around it Style data, both vector and raster data, using the Layer Styling Panel Design, label, save, and export maps using the data you have created Analyze spatial queries using the Processing toolbox Expand QGIS with the help of plugins, model builder, and the command line Who this book is for If you know the basic functions and processes of GIS, and want to learn to use QGIS to analyze geospatial data and create rich mapping applications, then this is the book for you. A Friendly Overview of Every Book of the Bible Reading the Bible can be intimidating. Made up of sixty-six "books" ranging in subject matter from history to instruction, from poetry to prophecy, this all-time bestseller is frequently misunderstood, even by those who read it regularly. In this easy-to-read handbook, two respected Bible professors will help you make sense of the Bible, book-by-book. Using a conversational tone, they cut right to the heart of the matter, focusing on two main questions: "What does it say?" and "Why does it matter?" Whether you're a seasoned reader of Scripture or reading it for the first time, you're sure to come away with a better understanding of what the Bible is all about and why it is the most important book you'll ever read. ReasonML, also known as Reason, is a new syntax and toolchain for OCaml that was created by Facebook and is meant to be approachable for web developers. Although OCaml has several resources, most of them are from the perspective of systems development. This book, alternatively, explores Reason from the perspective of web development. SOLIDWORKS 2019 Quick Start introduces the new user to the basics of using SOLIDWORKS 3D CAD software in five easy lessons. This book is intended for the student or designer that needs to learn SOLIDWORKS quickly and effectively for senior capstone, machine design, kinematics, dynamics, and other engineering and technology projects that use SOLIDWORKS as a tool. Engineers in industry are expected to have SOLIDWORKS skills for their company's next project. Students need to learn

SOLIDWORKS without taking a formal CAD course. Based on years of teaching SOLIDWORKS to engineering students, SOLIDWORKS 2019 Quick Start concentrates on the areas where the new user improves efficiency in the design modeling process. By learning the correct SOLIDWORKS skills and file management techniques, you gain the most knowledge in the shortest period of time. You develop a mini Stirling Engine and investigate the proper design intent and constraints. The mini Stirling Engine is based on the external combustion, closed cycle engine of Scottish inventor Robert Stirling. In addition to 3D modeling, the engine can be used to teach and connect many engineering and physics principles. You begin with an overview of SOLIDWORKS and the User Interface (UI), its menus, toolbars and commands. With a quick pace, you learn the essentials of 2D sketching, part and assembly creation, perform motion study, develop detailed part and assembly drawings and much more. From the author of the bestselling "Complete Book of Bible Trivia" (over 700,000 copies sold) comes this instant reference guide to God's Word. This is the perfect foundational book for anyone who wants to learn about the Bible, its books, and the wonderful treasures within. Not everyone knows what the Bible is, why it was written, how chapter and verse numbers work, and why we even read it today. In this helpful guide, author Stephen J. Lang answers many key questions, including... What are the books in the Bible named for? Why are there two testaments? Why are there so many versions? What do the chapter and verse numbers mean? Is the Bible the only "holy" book? This is an ideal resource for anyone who has never used the Bible before, as well as for new believers. It will give them a running start on getting to know the God who loves them, and understanding the written Word He has given them. The important thing to remember is that acne cures do not work overnight. Furthermore, you may need to continue acne treatment even after the acne has cleared up, or start the treatment again should you have another outbreak in the future. Discover everything you need to know by grabbing a copy of this ebook today. Explore the different data mining techniques using the libraries and packages offered by Python Key Features Grasp the basics of data loading, cleaning, analysis, and visualization Use the popular Python libraries such as NumPy, pandas, matplotlib, and scikit-learn for data mining Your one-stop guide to build efficient data mining pipelines without going into too much theory Book Description Data mining is a necessary and predictable response to the dawn of the information age. It is typically defined as the pattern and/ or trend discovery phase in the data mining pipeline, and Python is a popular tool for performing these tasks as it offers a wide variety of tools for data mining. This book will serve as a quick introduction to the concept of data mining and putting it to practical use with the help of popular Python packages and libraries. You will get a hands-on demonstration of working with different real-world datasets and extracting useful insights from them using popular Python libraries such as NumPy, pandas, scikit-learn, and matplotlib. You will then learn the different stages of data mining such as data loading, cleaning, analysis, and visualization. You will also get a full conceptual description of popular data transformation, clustering, and classification techniques. By the end of this book, you will be able to build an efficient data mining pipeline using Python without any hassle. What you will learn Explore the methods for summarizing datasets and visualizing/plotting data Collect and

format data for analytical work Assign data points into groups and visualize clustering patterns Learn how to predict continuous and categorical outputs for data Clean, filter noise from, and reduce the dimensions of data Serialize a data processing model using scikit-learn's pipeline feature Deploy the data processing model using Python's pickle module Who this book is for Python developers interested in getting started with data mining will love this book. Budding data scientists and data analysts looking to quickly get to grips with practical data mining with Python will also find this book to be useful. Knowledge of Python programming is all you need to get started. 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. 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. 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. SOLIDWORKS 2020 Quick Start introduces new users to the basics of using SOLIDWORKS 3D CAD software in five easy lessons. This book is intended for the student or designer who needs to learn SOLIDWORKS quickly and effectively. This book is perfect for engineers in industry who are expected to have SOLIDWORKS skills for their company's next project or students who need to learn SOLIDWORKS without taking a comprehensive CAD course. Based on years of teaching SOLIDWORKS to engineering students, SOLIDWORKS 2020 Quick Start concentrates on the areas where new users can improve efficiency in the design modeling process. By learning the correct SOLIDWORKS skills and file management techniques, you gain the most knowledge in the shortest period of time. This book begins with an overview of SOLIDWORKS and the User

Interface (UI), its menus, toolbars and commands. With a quick pace, you learn the essentials of 2D sketching, part and assembly creation, perform motion study, develop detailed part and assembly drawings and much more. Throughout this book you develop a mini Stirling Engine and investigate the proper design intent and constraints. 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. Interested in building strength and muscle with bodyweight training but don't know where to start? You have found the right guide! Quick Start Guide to Bodyweight Strength Training is here to get you started with progressive bodyweight strength training. This guide includes:

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- Go up or down in the progressions and select the exercises according to your strength level.
- Total workout time tracking included
- Track individual exercises as a chart

Have fun building strength and muscle with this guide and tracking tool! 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.

SOLIDWORKS 2022 Quick Start introduces new users to the basics of using SOLIDWORKS 3D CAD software in five easy lessons. This book is intended for the student or designer who needs to learn SOLIDWORKS quickly and effectively. This book is perfect for engineers in industry who are expected to have SOLIDWORKS skills for their company's next project or students who need to learn SOLIDWORKS without taking a comprehensive CAD course. Based on years of teaching SOLIDWORKS to engineering students, SOLIDWORKS 2022 Quick Start concentrates on the areas where new users can improve efficiency in the design modeling process. By learning the correct SOLIDWORKS skills and file management techniques, you gain the most knowledge in the shortest period of time. This book begins with an overview of SOLIDWORKS and the User Interface (UI), its menus, toolbars and commands. With a quick pace, you learn the essentials of 2D sketching, part and assembly creation, perform motion study, develop detailed part and assembly drawings and much more. Throughout this book you develop a mini Stirling Engine and investigate the proper design intent and constraints. Bonus Chapters Two bonus chapters are included with this book. Chapter six is a review of the Certified SOLIDWORKS Associate (CSWA) exam. It will help you understand the curriculum and categories of the CSWA exam and the required model knowledge needed to

successfully take and pass the exam. Chapter seven is an introduction to additive manufacturing (3D printing). It covers the difference between additive and subtractive manufacturing, 3D printer terminology, knowledge of preparing, saving, and printing a model on a Fused Filament Fabrication 3D printer and much more. This chapter also includes information on the Certified SOLIDWORKS Additive Manufacturing Certification (CSWA-AM) exam. SOLIDWORKS 2021 Quick Start introduces new users to the basics of using SOLIDWORKS 3D CAD software in five easy lessons. This book is intended for the student or designer who needs to learn SOLIDWORKS quickly and effectively. This book is perfect for engineers in industry who are expected to have SOLIDWORKS skills for their company's next project or students who need to learn SOLIDWORKS without taking a comprehensive CAD course. Based on years of teaching SOLIDWORKS to engineering students, SOLIDWORKS 2021 Quick Start concentrates on the areas where new users can improve efficiency in the design modeling process. By learning the correct SOLIDWORKS skills and file management techniques, you gain the most knowledge in the shortest period of time. This book begins with an overview of SOLIDWORKS and the User Interface (UI), its menus, toolbars and commands. With a quick pace, you learn the essentials of 2D sketching, part and assembly creation, perform motion study, develop detailed part and assembly drawings and much more. Throughout this book you develop a mini Stirling Engine and investigate the proper design intent and constraints. Bonus Chapters Two bonus chapters are included with this book. Chapter six is a review of the Certified SOLIDWORKS Associate (CSWA) exam. It will help you understand the curriculum and categories of the CSWA exam and the required model knowledge needed to successfully take and pass the exam. Chapter seven is an introduction to additive manufacturing (3D printing). It covers the difference between additive and subtractive manufacturing, 3D printer terminology, knowledge of preparing, saving, and printing a model on a Fused Filament Fabrication 3D printer and much more. This chapter also includes information on the Certified SOLIDWORKS Additive Manufacturing Certification (CSWA-AM) exam. Click your way to automating business processes with Salesforce Visual Workflow Key Features Create and maintain complex business processes using Process builder Discover how to debug and deploy Flow and Process Builder Use new or existing Flows to work with Salesforce Lightning Experience Book Description Salesforce Management System is an information system used in CRM to automate business processes, such as sales and marketing. Process Builder is a visual tool created to automate business processes in Salesforce. It enables users with no coding expertise to build complex Salesforce workflows. The book starts with an introduction to Process Builder, focussing on the building blocks of creating Processes. Then you will learn about different applications of Process Builder for developing streamlined solutions. You will learn how to easily automate business processes and tackle complex business scenarios using Processes. The book explains the workings of the Process Builder so that you can create reusable processes. It also explains how you can migrate existing Workflow Rules to Process Builder. By the end of the book, you will have a clear understanding of how to use Flows and Process Builder to optimize code usage. What you will learn Develop an application using point and click with the help of Process Builder Bypass Processes for specific users Understand the concepts

of reusable processes Handle complex business processes using Process Builder and keep them clean Work with formulae in Process Builder to minimize the code required Create a process with no criteria so as to minimize the amount of rework Overcome Salesforce's known limitation in terms of referencing picklist values Who this book is for This book is for people who want to use Process Builder to automate their business requirements by clicking, not coding. A basic understanding of Salesforce is required, but not extensive programming knowledge. New York Times bestselling author and health and wellness pioneer Diane Sanfilippo brings her own experience with a ketogenic diet to Keto Quick Start, a comprehensive and easy-to-follow road map to transitioning to a keto lifestyle. There's a good reason keto has attracted so many followers: it's an effective tool for fat loss as well as a way of eating with proven benefits for many health concerns, including unstable blood sugar, neurological conditions, and epilepsy, to name a few. But getting started with keto and sticking with it can be tough. That's where Keto Quick Start comes in. In her signature practical style, Diane makes keto doable for everyone, whether you're completely new to very low carb eating or you've tried it before and want to find a better way to make it work for you. Keeping the focus on real foods that nourish your body, she walks you through a gentle transition to keto and helps you figure out how to make it sustainable for the long term. Keto Quick Start targets everyday real-world concerns such as what to expect in the first few weeks and how to know if you're on the right track, how to determine if you need more carbs and how to incorporate those carbs in a healthy way, how to customize keto for your personal goals (especially weight loss), and things to be aware of if you're concerned about a particular health issue. Keto Quick Start includes 100 delicious keto recipes, four weekly meal plans, more than a dozen easy meal ideas (no recipe required!), and troubleshooting tips and tricks. It also features a unique and easy-to-use template that makes tracking your food quick and simple. The recipes include: - Lemon Blueberry Keto Muffins - Kale, Bacon & Goat Cheese Frittata - Spaghetti Bolognese Bake - Powered-Up Bacon Cheeseburger - Shrimp Pad Thai - Pesto-Stuffed Mushrooms - Chocolate Orange Fudge - Creamy Peanut Butter Bites

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