
Osclass The Classifieds Script

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*Osclass The
Classifieds
Script*

2021-08-08

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The Development of Old
English UTeM Press
Create scalable, reusable

high-quality JavaScript
applications and libraries

Python Cookbook

"O'Reilly Media, Inc."

This book introduces
beginning undergraduate
students of computing

and computational
disciplines to modern
parallel and distributed
programming languages
and environments,
including map-reduce,
general-purpose graphics

processing units (GPUs), and graphical user interfaces (GUI) for mobile applications. The book also guides instructors via selected essays on what and how to introduce parallel and distributed computing topics into the undergraduate curricula, including quality criteria for parallel algorithms and programs, scalability, parallel performance, fault tolerance, and energy efficiency analysis. The chapters designed for students serve as supplemental textual material for early

computing core courses, which students can use for learning and exercises. The illustrations, examples, and sequences of smaller steps to build larger concepts are also tools that could be inserted into existing instructor material. The chapters intended for instructors are written at a teaching level and serve as a rigorous reference to include learning goals, advice on presentation and use of the material, within early and advanced undergraduate courses. Since Parallel and

Distributed Computing (PDC) now permeates most computing activities, imparting a broad-based skill set in PDC technology at various levels in the undergraduate educational fabric woven by Computer Science (CS) and Computer Engineering (CE) programs as well as related computational disciplines has become essential. This book and others in this series aim to address the need for lack of suitable textbook support for integrating PDC-related topics into

undergraduate courses, especially in the early curriculum. The chapters are aligned with the curricular guidelines promulgated by the NSF/IEEE-TCPP Curriculum Initiative on Parallel and Distributed Computing for CS and CE students and with the CS2013 ACM/IEEE Computer Science Curricula.

The Elements of Computing Systems Packt Publishing Ltd

Python is an ideal language for solving problems, especially in Linux and Unix networks.

With this pragmatic book, administrators can review various tasks that often occur in the management of these systems, and learn how Python can provide a more efficient and less painful way to handle them. Each chapter in Python for Unix and Linux System Administration presents a particular administrative issue, such as concurrency or data backup, and presents Python solutions through hands-on examples. Once you finish this book, you'll be able to develop your

own set of command-line utilities with Python to tackle a wide range of problems. Discover how this language can help you: Read text files and extract information Run tasks concurrently using the threading and forking options Get information from one process to another using network facilities Create clickable GUIs to handle large and complex utilities Monitor large clusters of machines by interacting with SNMP programmatically Master the IPython Interactive Python shell to replace or

augment Bash, Korn, or Z-Shell Integrate Cloud Computing into your infrastructure, and learn to write a Google App Engine Application Solve unique data backup challenges with customized scripts Interact with MySQL, SQLite, Oracle, Postgres, Django ORM, and SQLAlchemy With this book, you'll learn how to package and deploy your Python applications and libraries, and write code that runs equally well on multiple Unix platforms. You'll also learn about

several Python-related technologies that will make your life much easier.

Bad Luck Charlie Amg Pubs

Learn the Python skills and culture you need to become a productive member of any Python project. About This Book Taking a practical approach to studying Python A clear appreciation of the sequence-oriented parts of Python Emphasis on the way in which Python code is structured Learn how to produce bug-free

code by using testing tools Who This Book Is For The Python Apprentice is for anyone who wants to start building, creating and contributing towards a Python project. No previous knowledge of Python is required, although at least some familiarity with programming in another language is helpful. What You Will Learn Learn the language of Python itself Get a start on the Python standard library Learn how to integrate 3rd party libraries Develop libraries on your own Become

familiar with the basics of Python testing In Detail Experienced programmers want to know how to enhance their craft and we want to help them start as apprentices with Python. We know that before mastering Python you need to learn the culture and the tools to become a productive member of any Python project. Our goal with this book is to give you a practical and thorough introduction to Python programming, providing you with the insight and technical craftsmanship

you need to be a productive member of any Python project. Python is a big language, and it's not our intention with this book to cover everything there is to know. We just want to make sure that you, as the developer, know the tools, basic idioms and of course the ins and outs of the language, the standard library and other modules to be able to jump into most projects. Style and approach We introduce topics gently and then revisit them on multiple occasions to add the

depth required to support your progression as a Python developer. We've worked hard to structure the syllabus to avoid forward references. On only a few occasions do we require you to accept techniques on trust, before explaining them later; where we do, it's to deliberately establish good habits.

Learn Windows

PowerShell in a Month of Lunches How to Earn from Classified Site Without Google AdSense

"This book is organized around three concepts

fundamental to OS construction: virtualization (of CPU and memory), concurrency (locks and condition variables), and persistence (disks, RAIDS, and file systems"--Back cover.

Test-Driven Development with Python Mit Press
Unleash the power of Python 3 objects About This Book Stop writing scripts and start architecting programs Learn the latest Python syntax and libraries A practical, hands-on tutorial that teaches you

all about abstract design patterns and how to implement them in Python 3 Who This Book Is For If you're new to object-oriented programming techniques, or if you have basic Python skills and wish to learn in depth how and when to correctly apply object-oriented programming in Python to design software, this is the book for you. What You Will Learn Implement objects in Python by creating classes and defining methods Separate related objects into a taxonomy of

classes and describe the properties and behaviors of those objects via the class interface Extend class functionality using inheritance Understand when to use object-oriented features, and more importantly when not to use them Discover what design patterns are and why they are different in Python Uncover the simplicity of unit testing and why it's so important in Python Grasp common concurrency techniques and pitfalls in Python 3 Exploit object-oriented programming in key

Python technologies such as Kivy and Django. Object-oriented programming concurrently with asyncio In Detail Python 3 is more versatile and easier to use than ever. It runs on all major platforms in a huge array of use cases. Coding in Python minimizes development time and increases productivity in comparison to other languages. Clean, maintainable code is easy to both read and write using Python's clear, concise syntax. Object-oriented programming is

a popular design paradigm in which data and behaviors are encapsulated in such a way that they can be manipulated together. Many modern programming languages utilize the powerful concepts behind object-oriented programming and Python is no exception. Starting with a detailed analysis of object-oriented analysis and design, you will use the Python programming language to clearly grasp key concepts from the object-oriented paradigm.

This book fully explains classes, data encapsulation, inheritance, polymorphism, abstraction, and exceptions with an emphasis on when you can use each principle to develop well-designed software. You'll get an in-depth analysis of many common object-oriented design patterns that are more suitable to Python's unique style. This book will not just teach Python syntax, but will also build your confidence in how to program. You will also

learn how to create maintainable applications by studying higher level design patterns. Following this, you'll learn the complexities of string and file manipulation, and how Python distinguishes between binary and textual data. Not one, but two very powerful automated testing systems will be introduced in the book. After you discover the joy of unit testing and just how easy it can be, you'll study higher level libraries such as database connectors and GUI

toolkits and learn how they uniquely apply object-oriented principles. You'll learn how these principles will allow you to make greater use of key members of the Python eco-system such as Django and Kivy. This new edition includes all the topics that made Python 3 Object-oriented Programming an instant Packt classic. It's also packed with updated content to reflect recent changes in the core Python library and covers modern third-party packages that were not

available on the Python 3 platform when the book was first published. Style and approach Throughout the book you will learn key object-oriented programming techniques demonstrated by comprehensive case studies in the context of a larger project.

Learn C the Hard Way

Packt Publishing Ltd

Authored by Roberto

Ierusalimschy, the chief architect of the language,

this volume covers all aspects of Lua 5---from the basics to its API with C---explaining how to

make good use of its features and giving numerous code examples. (Computer Books)

Operating Systems Packt Publishing Ltd

A guide to Python, the object-oriented scripting language, discusses the use of Python in Internet and web programming; address Python's C intergration tools; and features many examples that expand as new topics are introduced. Original. (Intermediate/Advanced)

Mastering OpenCV 4 with Python MIT Press
Create advanced

applications with Python and OpenCV, exploring the potential of facial recognition, machine learning, deep learning, web computing and augmented reality. Key Features Develop your computer vision skills by mastering algorithms in Open Source Computer Vision 4 (OpenCV 4) and Python Apply machine learning and deep learning techniques with TensorFlow and Keras Discover the modern design patterns you should avoid when developing efficient

computer vision applications Book Description OpenCV is considered to be one of the best open source computer vision and machine learning software libraries. It helps developers build complete projects in relation to image processing, motion detection, or image segmentation, among many others. OpenCV for Python enables you to run computer vision algorithms smoothly in real time, combining the best of the OpenCV C++ API and the Python

language. In this book, you'll get started by setting up OpenCV and delving into the key concepts of computer vision. You'll then proceed to study more advanced concepts and discover the full potential of OpenCV. The book will also introduce you to the creation of advanced applications using Python and OpenCV, enabling you to develop applications that include facial recognition, target tracking, or augmented reality. Next, you'll learn machine learning

techniques and concepts, understand how to apply them in real-world examples, and also explore their benefits, including real-time data production and faster data processing. You'll also discover how to translate the functionality provided by OpenCV into optimized application code projects using Python bindings. Toward the concluding chapters, you'll explore the application of artificial intelligence and deep learning techniques using the popular Python

libraries TensorFlow, and Keras. By the end of this book, you'll be able to develop advanced computer vision applications to meet your customers' demands. What you will learn Handle files and images, and explore various image processing techniques Explore image transformations, including translation, resizing, and cropping Gain insights into building histograms Brush up on contour detection, filtering, and drawing Work with Augmented Reality to

build marker-based and markerless applications Work with the main machine learning algorithms in OpenCV Explore the deep learning Python libraries and OpenCV deep learning capabilities Create computer vision and deep learning web applications Who this book is for This book is designed for computer vision developers, engineers, and researchers who want to develop modern computer vision applications. Basic experience of OpenCV

and Python programming is a must. *A practical guide covering topics from image processing, augmented reality to deep learning with OpenCV 4 and Python 3.7* Packt Publishing Ltd Learn core concepts of Python and unleash its power to script highest quality Python programs About This Book Develop a strong set of programming skills with Python that you will be able to express in any situation, on every platform, thanks to

Python's portability Stop writing scripts and start architecting programs by applying object-oriented programming techniques in Python Learn the trickier aspects of Python and put it in a structured context for deeper understanding of the language Who This Book Is For This course is meant for programmers who wants to learn Python programming from a basic to an expert level. The course is mostly self-contained and introduces Python programming to a new reader and can help

him become an expert in this trade. What You Will Learn Get Python up and running on Windows, Mac, and Linux in no time Grasp the fundamental concepts of coding, along with the basics of data structures and control flow Understand when to use the functional or the object-oriented programming approach Extend class functionality using inheritance Exploit object-oriented programming in key Python technologies, such as Kivy and Django Understand how and

when to use the functional programming paradigm Use the multiprocessing library, not just locally but also across multiple machines In Detail Python is a dynamic and powerful programming language, having its application in a wide range of domains. It has an easy-to-use, simple syntax, and a powerful library, which includes hundreds of modules to provide routines for a wide range of applications, thus making it a popular language among programming

enthusiasts. This course will take you on a journey from basic programming practices to high-end tools and techniques giving you an edge over your peers. It follows an interesting learning path, divided into three modules. As you complete each one, you'll have gained key skills and get ready for the material in the next module. The first module will begin with exploring all the essentials of Python programming in an easy-to-understand way. This will lay a good foundation for those who are

interested in digging deeper. It has a practical and example-oriented approach through which both the introductory and the advanced topics are explained. Starting with the fundamentals of programming and Python, it ends by exploring topics, like GUIs, web apps, and data science. In the second module you will learn about object oriented programming techniques in Python. Starting with a detailed analysis of object-oriented technique and design, you will use the Python

programming language to clearly grasp key concepts from the object-oriented paradigm. This module fully explains classes, data encapsulation, inheritance, polymorphism, abstraction, and exceptions with an emphasis on when you can use each principle to develop well-designed software. With a good foundation of Python you will move onto the third module which is a comprehensive tutorial covering advanced

features of the Python language. Start by creating a project-specific environment using venv. This will introduce you to various Pythonic syntax and common pitfalls before moving onto functional features and advanced concepts, thereby gaining an expert level knowledge in programming and teaching how to script highest quality Python programs. Style and approach This course follows a theory-cum-practical approach having all the ingredients that

will help you jump into the field of Python programming as a novice and grow-up as an expert. The aim is to create a smooth learning path that will teach you how to get started with Python and carry out expert-level programming techniques at the end of course.

Python: Journey from Novice to Expert

"O'Reilly Media, Inc."

Arduino for the Cloud considers the Arduino Yún and the Dragino Yún Shield as components closing the gap between a typical microcontroller

application and connection to the cloud. Arduino Yún combines the classic Arduino with an Atheros AR9331 system-on-a-chip (SoC) for wireless access points and routers platforms, which uses the Linux distribution Linino (OpenWRT) operating system. The Dragino Yun Shield expands any Arduino with network capabilities by the Atheros AR9331. The combination of microcontroller and Linux device supports the whole chain from sensor to software applications in

the cloud by hardware and software. This book deals with the Arduino and the Linux device and their interaction, without the need of detailed Linux knowledge.

Programming in Lua

Createspace Independent Publishing Platform

This title gives students an integrated and rigorous picture of applied computer science, as it comes to play in the construction of a simple yet powerful computer system.

Enterprise Security

Universal-Publishers

By taking you through the development of a real web application from beginning to end, the second edition of this hands-on guide demonstrates the practical advantages of test-driven development (TDD) with Python. You'll learn how to write and run tests before building each part of your app, and then develop the minimum amount of code required to pass those tests. The result? Clean code that works. In the process, you'll learn the basics of Django, Selenium, Git,

jQuery, and Mock, along with current web development techniques. If you're ready to take your Python skills to the next level, this book—updated for Python 3.6—clearly demonstrates how TDD encourages simple designs and inspires confidence. Dive into the TDD workflow, including the unit test/code cycle and refactoring Use unit tests for classes and functions, and functional tests for user interactions within the browser Learn when and how to use mock

objects, and the pros and cons of isolated vs. integrated tests Test and automate your deployments with a staging server Apply tests to the third-party plugins you integrate into your site Run tests automatically by using a Continuous Integration environment Use TDD to build a REST API with a front-end Ajax interface **Silberschatz's Operating System Concepts** Packt Publishing Ltd You Will Learn C! Zed Shaw has crafted the

perfect course for the beginning C programmer eager to advance their skills in any language. Follow it and you will learn the many skills early and junior programmers need to succeed—just like the hundreds of thousands of programmers Zed has taught to date! You bring discipline, commitment, persistence, and experience with any programming language; the author supplies everything else. In *Learn C the Hard Way*, you'll learn C by working through 52 brilliantly

crafted exercises. Watch Zed Shaw's teaching video and read the exercise. Type his code precisely. (No copying and pasting!) Fix your mistakes. Watch the programs run. As you do, you'll learn what good, modern C programs look like; how to think more effectively about code; and how to find and fix mistakes far more efficiently. Most importantly, you'll master rigorous defensive programming techniques, so you can use any language to create

software that protects itself from malicious activity and defects. Through practical projects you'll apply what you learn to build confidence in your new skills. Shaw teaches the key skills you need to start writing excellent C software, including Setting up a C environment Basic syntax and idioms Compilation, make files, and linkers Operators, variables, and data types Program control Arrays and strings Functions, pointers, and structs Memory allocation I/O and files Libraries Data

structures, including linked lists, sort, and search Stacks and queues Debugging, defensive coding, and automated testing Fixing stack overflows, illegal memory access, and more Breaking and hacking your own C code It'll Be Hard at First. But Soon, You'll Just Get It-And That Will Feel Great! This tutorial will reward you for every minute you put into it. Soon, you'll know one of the world's most powerful programming languages. You'll be a C programmer.

Analyzing Text with the Natural Language Toolkit
Packt Publishing Ltd
This book covers the latest release of MongoDB. You'll learn how to master various tasks related to the development and administration of a MongoDB database, along with best practices to optimize the workflow. The book also covers multiple financial and practical use cases that will enable you to use MongoDB for commercial data storage.
Object-Oriented JavaScript

Packt Publishing Ltd
A Functional Start to Computing with Python enables students to quickly learn computing without having to use loops, variables, and object abstractions at the start. Requiring no prior programming experience, the book draws on Python's flexible data types and operations as well as its capacity for defining new functions. Along with the specifics of Python, the text covers important concepts of computing, including software engineering

motivation, algorithms behind syntax rules, advanced functional programming ideas, and, briefly, finite state machines. Taking a student-friendly, interactive approach to teach computing, the book addresses more difficult concepts and abstractions later in the text. The author presents ample explanations of data types, operators, and expressions. He also describes comprehensions—the powerful specifications of lists and

dictionaries—before introducing loops and variables. This approach helps students better understand assignment syntax and iteration by giving them a mental model of sophisticated data first. Web Resource The book's supplementary website at <http://functionalfirstpython.com/> provides many ancillaries, including: Interactive flashcards on Python language elements Links to extra support for each chapter Unit testing and programming exercises

An interactive Python stepper tool Chapter-by-chapter points Material for lectures [Getting MEAN with Mongo, Express, Angular, and Node](#) CRC Press Portable, powerful, and a breeze to use, Python is the popular open source object-oriented programming language used for both standalone programs and scripting applications. Python is considered easy to learn, but there's no quicker way to mastery of the language than learning from an expert teacher.

This edition of Learning Python puts you in the hands of two expert teachers, Mark Lutz and David Ascher, whose friendly, well-structured prose has guided many a programmer to proficiency with the language. Learning Python, Second Edition, offers programmers a comprehensive learning tool for Python and object-oriented programming. Thoroughly updated for the numerous language and class presentation changes that have taken place since the release of

the first edition in 1999, this guide introduces the basic elements of the latest release of Python 2.3 and covers new features, such as list comprehensions, nested scopes, and iterators/generators. Beyond language features, this edition of Learning Python also includes new context for less-experienced programmers, including fresh overviews of object-oriented programming and dynamic typing, new discussions of program launch and configuration

options, new coverage of documentation sources, and more. There are also new use cases throughout to make the application of language features more concrete. The first part of Learning Python gives programmers all the information they'll need to understand and construct programs in the Python language, including types, operators, statements, classes, functions, modules and exceptions. The authors then present more advanced material, showing how Python performs common tasks

by offering real applications and the libraries available for those applications. Each chapter ends with a series of exercises that will test your Python skills and measure your understanding. Learning Python, Second Edition is a self-paced book that allows readers to focus on the core Python language in depth. As you work through the book, you'll gain a deep and complete understanding of the Python language that will help you to understand the larger application-

level examples that you'll encounter on your own. If you're interested in learning Python--and want to do so quickly and efficiently--then Learning Python, Second Edition is your best choice.

Building a Modern Computer from First Principles "O'Reilly Media, Inc."

-- Provides tricks, tools, and techniques that hackers use to break into systems-- Includes complete documentation and CD-ROM of the Solaris Security Toolkit-- Part of the Sun Microsystems

Press Blueprint series This guide provides the reader with best practices from Sun Microsystems for architecting multi-tiered datacenter environments. This Sun Microsystems Blue Print features documented, automated, and supported security best practices for high-end servers and cluster software. Written for experienced developers and system administrators it includes tricks, tools, and techniques that hackers use to break into systems.

The author details best practices and tools for sniffing out "trojaned" system files and binaries and describes Solaris security features, network settings, and minimization.

Three Easy Pieces Packt Publishing Ltd

This book, the second volume in *A Linguistic History of English*, describes the development of Old English from Proto-Germanic. Like Volume I, it is an internal history of the structure of English that combines traditional

historical linguistics, modern syntactic theory, the study of languages in contact, and the variationist approach to language change. The first part of the book considers the development of Northwest and West Germanic, and the northern dialects of the latter, with particular reference to phonological and morphological phenomena. Later chapters present a detailed account of changes in the Old English sound system, inflectional system, and syntax. The

book aims to make the findings of traditional historical linguistics accessible to scholars and students in other subdisciplines, and also to adopt approaches from contemporary theoretical linguistics in such a way that they are accessible to a wide range of historical linguists.

A guide to understanding MongoDB development and administration for NoSQL developers

Roberto Ierusalimsky

This book offers a highly accessible introduction to natural language

processing, the field that supports a variety of language technologies, from predictive text and email filtering to automatic summarization and translation. With it, you'll learn how to write Python programs that work with large collections of unstructured text. You'll access richly annotated datasets using a comprehensive range of linguistic data structures, and you'll understand the main algorithms for analyzing the content and structure of written

communication. Packed with examples and exercises, *Natural Language Processing with Python* will help you: Extract information from unstructured text, either to guess the topic or identify "named entities" Analyze linguistic structure in text, including parsing and semantic analysis Access popular linguistic databases, including WordNet and treebanks Integrate techniques drawn from fields as diverse as linguistics and artificial intelligence This book will

help you gain practical skills in natural language processing using the Python programming language and the Natural Language Toolkit (NLTK) open source library. If you're interested in developing web applications, analyzing multilingual news sources, or documenting endangered languages -- or if you're simply curious to have a programmer's perspective on how human language works -- you'll find *Natural Language Processing with Python* both fascinating

and immensely useful.