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GINA HOLLAND

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Lessons 1-80 "O'Reilly Media, Inc."

An introduction to the Canon EOS 40D camera examines the purpose and function of the camera's basic controls and how to use them, accompanied by explanations of custom functions, selecting and using lenses, accessories,

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The World Wide Web constitutes the largest existing source of texts written in a great variety of languages. A feasible and sound way of exploiting this data for linguistic research is to compile a static corpus for a given language. There are several advantages of this approach: (i)

Working with such corpora obviates the problems encountered when using Internet search engines in quantitative linguistic research (such as non-transparent ranking algorithms). (ii) Creating a corpus from web data is virtually free. (iii) The size of corpora compiled from the WWW may exceed by several orders of magnitudes the size of language resources offered elsewhere. (iv) The data is locally available to the user, and it can be linguistically post-processed and queried with the tools preferred by her/him. This book addresses the main practical tasks in the creation of web corpora up to giga-token size. Among these tasks are the sampling process (i.e., web crawling) and the usual cleanups including boilerplate removal and removal of

duplicated content. Linguistic processing and problems with linguistic processing coming from the different kinds of noise in web corpora are also covered. Finally, the authors show how web corpora can be evaluated and compared to other corpora (such as traditionally compiled corpora). For additional material please visit the companion website:

sites.morganclaypool.com/wcc Table of Contents: Preface / Acknowledgments / Web Corpora / Data Collection / Post-Processing / Linguistic Processing / Corpus Evaluation and Comparison / Bibliography / Authors' Biographies *Node.js, MongoDB and AngularJS Web Development* Springer Science & Business Media

This book presents the outcomes of the Intelligent Communication Technologies

and Virtual Mobile Networks Conference (ICICV 2019) held in Tirunelveli, India, on February 14-15, 2019. It presents the state of the art in the field, identifying emerging research topics and communication technologies and defining the future of intelligent communication approaches and virtual computing. In light of the tremendous growth ICT, it examines the rapid developments in virtual reality in communication technology and high-quality services in mobile networks, including the integration of virtual mobile computing and communication technologies, which permits new technologies based on the resources and services of computational intelligence, big data analytics, Internet of Things (IoT), 5G technology, automation

systems, sensor networks, augmented reality, data mining, and vehicular ad hoc networks with massive cloud-based backend. These services have a significant impact on all areas of daily life, like transportation, e-commerce, health care, secure communication, location detection, smart home, smart city, social networks and many more.

Report of the Select Committee on Congressional Operations, U.S. House of Representatives, Pursuant to House Resolution 420, Ninety-fifth Congress, and the Committee on Rules and Administration, U.S. Senate, Pursuant to Senate Rule XXV, (n)(2), Identifying Court Proceedings and Actions of Vital Interest to the Congress Simon and Schuster

During a short visit to Bremen in December 1989 John Rosenberg had several discussions with me about computer architecture. Although we had previously worked together for more than a decade in Australia we had not seen each other for over a year, following my move to Bremen in 1988. Meanwhile John was spending a year on study leave at the University of St. Andrews in Scotland with Professor Ron Morrison and his persistent programming research group. From our conversations it was quite clear that John was having a most fruitful time in St. Andrews and was gaining valuable new insights into the world of persistent programming. He was very keen to explore the significance of these insights for the MONADS Project, which we had been

jointly directing since the early 1980s. MONADS was not about persistent programming. In fact it had quite different origins, in the areas of software engineering and information protection. In an earlier stage of the project our ideas on these themes had led us into the world of computer architecture and even hardware design, in our attempts to provide an efficient base machine for our software ideas. The most important practical result of this phase of the project had been the development of the MONADS-PC, a mini computer which would be better compared with say a V tv
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Register by the executive departments and agencies of the Federal Government.

California. Court of Appeal (2nd Appellate District). Records and Briefs
Springer

Takes you through creating your own API, building a full real-time web app, securing your Node systems, and practical applications of the latest Async and Await technologies. It maps out everything in a comprehensive, easy-to-follow package designed to get you up and running quickly. Key Features Entirely project-based and practical Explains the "why" of Node.js features, not just the "how", providing with a deep understanding and enabling you to easily apply concepts in your own applications Covers the full range of

technologies around Node.js - npm, MongoDB, version control with Git, and many more Book Description Advanced Node.js Development is a practical, project-based book that provides you with all you need to progress as a Node.js developer. Node is a ubiquitous technology on the modern web, and an essential part of any web developer's toolkit. If you're looking to create real-world Node applications, or you want to switch careers or launch a side-project to generate some extra income, then you're in the right place. This book was written around a single goal: turning you into a professional Node developer capable of developing, testing, and deploying real-world production applications. There's no better time to dive in. According to the 2018 Stack

Overflow Survey, Node is in the top ten for back-end popularity and back-end salary. This book is built from the ground up around the latest version of Node.js (version 9.x.x). You'll be learning all the cutting-edge features available only in the latest software versions. This book delivers advanced skills that you need to become a professional Node developer. Along this journey you'll create your own API, you'll build a full real-time web app and create projects that apply the latest Async and Await technologies. Andrew Mead maps everything out for you in this book so that you can learn how to build powerful Node.js projects in a comprehensive, easy-to-follow package designed to get you up and running quickly. What you will learn Develop, test, and deploy real-world Node.js

applications Master Node.js by building practical, working examples Use awesome third-party Node modules such as MongoDB, Mongoose, Socket.io, and Express Create real-time web applications Explore async and await in ES7 Who this book is for This book is for anyone looking to launch their own Node applications, switch careers, or freelance as a Node developer. You should have a basic understanding of JavaScript in order to follow this book. This book follows directly on from Learning Node.js Development, but more advanced readers can benefit from this book without having read the first part.

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Now updated to cover latest versions and featuring instructions for both Mac

and Windows users, this book is still the go-to source of support for getting to grips with qualitative data analysis using ATLAS.ti. With over twenty years of experience using, developing, and teaching ATLAS.ti, Susanne Friese is the perfect data analysis tour guide. Aware of common challenges and sticking points, she eases readers from readying and organizing data into coding and querying it, providing not only tips on how to prepare for analysis, but also the tools and technical know-how needed to observe, examine, and discuss data. Placing quick software 'skills training' tutorials alongside different stages of the data analysis process, she gives readers the opportunity to integrate software training with their actual analysis.

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Document Retention Policies and Electronic Information Cost Shifting in Electronic Discovery Evidentiary Issues Inadvertent Waiver Table of State eDiscovery rules Litigation Hold Notices Application of the Work Product Doctrine to Litigation Support Systems Collection, Culling and Coding of ESI Inspection of Hard Disks in Civil Litigation Privacy Concerns Disclosure under FOIA Fully grasp the complexities of data sources and IT systems as they relate to electronic discovery, including cutting-edge software tools that facilitate discovery and litigation. Achieve a cooperative and efficient approach to conducting cost-effective ESI discovery. Employ sophisticated and effective discovery tools, including concept and contextual searching, statistical

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The easy way to learn programming fundamentals with Python Python is a remarkably powerful and dynamic programming language that's used in a wide variety of application domains. Some of its key distinguishing features include a very clear, readable syntax, strong introspection capabilities, intuitive object orientation, and natural expression of procedural code. Plus, Python features full modularity, supporting hierarchical packages, exception-based error handling, and modules easily written in C, C++, Java, R, or .NET languages, such as C#. In addition, Python supports a number of coding styles that include: functional, imperative, object-oriented, and procedural. Due to its ease of use and

flexibility, Python is constantly growing in popularity—and now you can wear your programming hat with pride and join the ranks of the pros with the help of this guide. Inside, expert author John Paul Mueller gives a complete step-by-step overview of all there is to know about Python. From performing common and advanced tasks, to collecting data, to interacting with package—this book covers it all! Use Python to create and run your first application Find out how to troubleshoot and fix errors Learn to work with Anaconda and use Magic Functions Benefit from completely updated and revised information since the last edition If you've never used Python or are new to programming in general, *Beginning Programming with Python For Dummies* is a helpful resource that will set you up

for success.

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Unlock the power of the MEAN stack by

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modern, end-to-end web applications by employing the full-stack web development solution of MEAN Connect your Express application to MongoDB and use a Mongoose model and build a complex application from start to finish in MongoDB Employ AngularJS to build responsive UI components Implement multiple authentication strategies such as OAuth, JsonWebToken, and Sessions Enhance your website's usability with social logins such as Facebook, Twitter, and Google Secure your app by creating SSL certificates and run payment platforms in a live environment Implement a chat application from scratch using Socket.IO Create distributed applications and use the power of server-side rendering in your applications Extend a project with a real-

time bidding system using WebSockets
In Detail The MEAN stack is a collection of the most popular modern tools for web development. This course will help you to build a custom e-commerce app along with several other applications. You will progress to creating several applications with MEAN. The first module in this course will provide you with the skills you need to successfully create, maintain, and test a MEAN application. Starting with MEAN core frameworks, this course will explain each framework key concepts of MongoDB, Express, AngularJS, and Node.js. We will walk through the different tools and frameworks that will help expedite your daily development cycles. After this, the next module will show you how to create your own e-commerce application using

the MEAN stack. It takes you step by step through the parallel process of learning and building to develop a production-ready, high-quality e-commerce site from scratch. It also shows you how to manage user authentication and authorization, check multiple payment platforms, add a product search and navigation feature, deploy a production-ready e-commerce site, and finally add your own high-quality feature to the site. The final step in this course will enable you to build a better foundation for your AngularJS apps. You'll learn how to build complex real-life applications with the MEAN stack and a few more advanced projects. You will become familiar with WebSockets, build real-time web applications, create auto-destructing

entities, and see how to work with monetary data in Mongo. You will also find out how to build a real-time e-commerce application. This learning path combines some of the best that Packt has to offer in one complete, curated package. It includes content from the following Packt products: MEAN Web Development by Amos Haviv Building an E-Commerce Application with MEAN by Adrian Mejia MEAN Blueprints by Robert Onodi Style and approach This course will begin with the introduction to MEAN, gradually progressing with building applications in each framework. Each transition is well explained, and each chapter begins with the required background knowledge.

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to all aspects of InDesign CS3. Users will learn how to create and automate documents, import and style text and objects, manage long documents, export files for a wide variety of purposes, and Easy visual approach uses pictures to guide you through InDesign and show you what to do. Concise steps and explanations let you get up and running in no time. Page for page, the best content and value around. much more. *Qualitative Data Analysis with ATLAS.ti* Bloomsbury Publishing

The term "peer-to-peer" has come to be applied to networks that expect end users to contribute their own files, computing time, or other resources to some shared project. Even more interesting than the systems' technical underpinnings are their socially

disruptive potential: in various ways they return content, choice, and control to ordinary users. While this book is mostly about the technical promise of peer-to-peer, we also talk about its exciting social promise. Communities have been forming on the Internet for a long time, but they have been limited by the flat interactive qualities of email and Network newsgroups. People can exchange recommendations and ideas over these media, but have great difficulty commenting on each other's postings, structuring information, performing searches, or creating summaries. If tools provided ways to organize information intelligently, and if each person could serve up his or her own data and retrieve others' data, the possibilities for collaboration would take

off. Peer-to-peer technologies along with metadata could enhance almost any group of people who share an interest--technical, cultural, political, medical, you name it. This book presents the goals that drive the developers of the best-known peer-to-peer systems, the problems they've faced, and the technical solutions they've found. Learn here the essentials of peer-to-peer from leaders of the field: Nelson Minar and Marc Hedlund of Popular Power, on a history of peer-to-peer Clay Shirky of acceleratorgroup, on where peer-to-peer is likely to be headed Tim O'Reilly of O'Reilly & Associates, on redefining the public's perceptions Dan Bricklin, cocreator of Visicalc, on harvesting information from end-users David Anderson of SETI@home, on how

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You'll find information on the latest and greatest systems as well as upcoming efforts in this book.

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