
Beginning Javascript Charts With Jqplot D3 And Highcharts Experts Voice In Web Development 1st Edition By Nelli Fabio 2013 Paperback

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The Complete Guide to Dimensional Modeling

Body Sensor Networks

Beginning JavaScript Charts

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10th IFIP WG 5.11 International Symposium, ISESS 2013, Neusiedl am See, Austria, October 9-11, 2013, Proceedings

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Jqplot D3 And Highcharts Experts
Voice In Web Development 1st Edition* Downloaded from archive.imba.com by
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KARTER SHANNON

ICEL 2013 Packt Publishing Ltd

This cookbook is organized in a linear, progressive way allowing it to be read from start to finish, as well as to be used as a useful resource for specific tasks. The HTML5 examples and recipes will have you making dynamic, interactive, and animated charts and

graphs in no time. You don't need to have a background in HTML5 or Canvas but you do need to have a basic understanding of how HTML works and know how to code in any language (preferably in JavaScript). In this book we will not explain how to learn to code but how to create projects and how to plan and execute them in the process.

The Complete Guide to Dimensional Modeling John Wiley & Sons

Summary Redis in Action introduces Redis and walks you through examples that demonstrate how to use it effectively. You'll begin

by getting Redis set up properly and then exploring the key-value model. Then, you'll dive into real use cases including simple caching, distributed ad targeting, and more. You'll learn how to scale Redis from small jobs to massive datasets. Experienced developers will appreciate chapters on clustering and internal scripting to make Redis easier to use. About the Technology When you need near-real-time access to a fast-moving data stream, key-value stores like Redis are the way to go. Redis expands on the key-value pattern by accepting a wide variety of data types, including hashes, strings, lists, and other structures. It provides lightning-fast operations on in-memory datasets, and also makes it easy to persist to disk on the fly. Plus, it's free and open source. About this book Redis in Action introduces Redis and the key-value model. You'll quickly dive into real use cases including simple caching, distributed ad targeting, and more. You'll learn how to scale Redis from small jobs to massive datasets and discover how to integrate with traditional RDBMS or other NoSQL stores. Experienced developers will appreciate the in-depth chapters on clustering and internal scripting. Written for developers familiar with database concepts. No prior exposure to NoSQL database concepts nor to Redis itself is required. Appropriate for systems administrators comfortable with programming. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. What's Inside Redis from the ground up Preprocessing real-time data Managing in-memory datasets Pub/sub and configuration Persisting to disk About the Author Dr. Josiah L. Carlson is a seasoned database professional and an active contributor to the Redis community. Table of Contents PART 1 GETTING STARTED

Getting to know Redis Anatomy of a Redis web application PART 2 CORE CONCEPTS Commands in Redis Keeping data safe and ensuring performance Using Redis for application support Application components in Redis Search-based applications Building a simple social network PART 3 NEXT STEPS Reducing memory use Scaling Redis Scripting Redis with Lua *Body Sensor Networks* "O'Reilly Media, Inc." Annotation Attention, small business owners! Stop tax-day stress. Stop procrastinating with a shoebox full of receipts. Stop reinventing the wheel with a spreadsheet. Stop making decisions simply on a hunch. Stop wasting money on software that is overkill. Start by downloading GnuCash and getting your accounts in order. Designed to be easy to use, yet powerful and flexible, GnuCash allows you to track bank accounts, income, and expenses. As quick and intuitive to use as a checkbook register, it is based on professional accounting principles to ensure balanced books and accurate reports. You can do it and GnuCash 2.4 Small Business Accounting Beginner's Guide will help you get up and running with maintaining your accounts. GnuCash 2.4 Small Business Accounting Beginner's Guide speaks business language, not accountant-speak, because it is written by a former small business owner. It guides you to use GnuCash from scratch with step-by-step tutorials without jargon, pointing out the gotchas to avoid with lots of tips. It will teach you to work on routine business transactions while migrating transaction data from other applications gradually. You will be able to keep on top of transactions and run reports after reading just three chapters! Beyond Chapter 3, it is up to you how far you want to go. Reconcile with your bank and credit card statements. Charge and

pay sales tax. Do invoicing. Track payments due. Set up reminders for bills. Avoid stress at tax time. Print checks. Capture expenses using your mobile phone. GnuCash 2.4 Small Business Accounting Beginner's Guide gives you the power. Know your numbers. Make decisions with confidence. Drive your business to its full potential. Get your accounts in order and avoid tax-day stress with this hands-on guide to GnuCash, the best free accounts software in the world.

Beginning JavaScript Charts Academic Press

Beginning JavaScript Charts With jqPlot, d3, and Highcharts Apress
Python Data Analytics Apress

This new book on PHP 7 introduces writing solid, secure, object-oriented code in the new PHP 7: you will create a complete three-tier application using a natural process of building and testing modules within each tier. This practical approach teaches you about app development and introduces PHP features when they are actually needed rather than providing you with abstract theory and contrived examples. In *Learn PHP 7*, programming examples take advantage of the newest PHP features, including enhanced password encryption using `password_hash`. This book takes a learn-by-doing approach, providing you with complete coding examples. "Do It" exercises in each chapter provide the opportunity to make adjustments to the example code. The end of chapter programming exercises allow you to develop your own applications using the algorithms demonstrated in the chapter. Each tier is logically and physically separated using object-oriented and dependency injection techniques, thus allowing independent tiers that can be updated with little or no effect on the other tiers. In addition to teaching good programming

practices through OOP, there is a strong emphasis on creating secure code. As each chapter is completed, the reader is provided the opportunity to design and create an application reinforcing the concepts learned.

Learning by Examples Packt Publishing Ltd

A complete practical and comprehensive tutorial with clear and step-by-step instructions along with many examples. It's packed with examples, code samples and practical tips in a no-nonsense way. This book is both for beginners and advanced web developers who need to create interactive charts for their web applications. It primarily targets JavaScript Web developers who want to use the Highcharts library to prepare interactive and professional-quality charts and graphs for their applications quickly and easily. Prior experience with JavaScript is assumed.

Beginning HTML5 and CSS3 For Dummies Mercury Learning and Information

Performance is one of the main issues that every administrator faces at one point or another. This book will help you to identify and mitigate it. The book starts with an introduction to Zabbix and the most common mistakes that are usually overlooked while deploying it. You will discover the importance of an impressive and easy-to-use front-end and how to develop one, along with comparisons between Apache, Nginx, and lighttpd web servers. Storage, as an important aspect of every deployment, is covered and you will be shown how to choose the right storage system for you and configure it to suit your deployment. Towards the end of the book, you will walk through the intricacies of the operating system; the final piece of the puzzle that holds all the components together. You will then dive into advanced topics

including using a specific piece of hardware for each of the components, the Zabbix proxy, and firewall settings. By the end of the book, you will be able to tune your Zabbix implementation to achieve maximum performance.

With jqPlot, d3, and Highcharts Packt Publishing Ltd

A guide for beginner's with step-by-step instructions and an easy-to-follow approach. PrimeFaces Beginners Guide is a simple and effective guide for beginners, wanting to learn and implement PrimeFaces in their JSF-based applications. Some basic JSF and jQuery skills are required before you start working through the book.

10th IFIP WG 5.11 International Symposium, ISESS 2013, Neusiedl am See, Austria, October 9-11, 2013, Proceedings Packt Publishing Ltd

This book constitutes the refereed proceedings of the 10th IFIP WG 5.11 International Symposium on Environmental Software Systems, ISESS 2013, held in Neusiedl am See, Austria, in June 2013. The 65 revised full papers presented were carefully reviewed and selected from numerous submissions. The papers are organized in the following topical sections: environmental application in the scope of the future Internet; smart and mobile devices used for environmental applications; information tools for global environmental assessment; environmental applications in risk and crises management; SEIS as a part of the 7th environment action programme of EU; human interaction and human factors driving future EIS/EDSS developments; environmental management/-accounting and -statistics; and information systems and applications.

JavaScript and JQuery for Data Analysis and Visualization John

Wiley & Sons

Your full-color, friendly guide to getting started with HTML5 and CSS3! HTML and CSS are essential tools for creating dynamic websites and help make your websites even more effective and unique. This friendly-but-straightforward guide gets you started with the basics of the latest versions of HTML and CSS: HTML5 and CSS3. Introducing you to the syntax and structure of the languages, this helpful guide shows you how to create and view a web page, explains ideal usage of HTML5 and CSS3, walks you through the CSS3 rules and stylesheets, addresses common mistakes and explains how to fix them, and explores interesting HTML5 tools. Serves as an ideal introduction to HTML5 and CSS3 for beginners with little to no web development experience. Details the capabilities of HTML5 and CSS3 and how to use both to create responsive, practical, and well-designed websites. Helps you understand how HTML5 and CSS3 are the foundation upon which hundreds of millions of web pages are built. Features full-color illustrations to enhance your learning process. *Beginning HTML5 and CSS3 For Dummies* is the perfect first step for getting started with the fundamentals of web development and design.

Higher Education Learning Methodologies and Technologies Online Springer

This book is for those Splunk developers who want to learn advanced strategies to deal with big data from an enterprise architectural perspective. You need to have good working knowledge of Splunk.

First International Workshop, HELMeTO 2019, Novedrate, CO, Italy, June 6-7, 2019, Revised Selected Papers Wikiworks Press

Foundation Game Design with HTML5 and JavaScript teaches you

everything you need to know about how to make video games. If you've never done any programming before and don't know where to start, this book will show you how to make games from start to finish. You'll learn all the latest programming technologies (HTML5, CSS, and JavaScript) to create your games. All written in a fun and friendly style with open-ended projects that encourage you to build your own original games. Foundation Game Design with HTML5 and JavaScript starts by showing you how you can use basic programming to create logic games, adventure games, and create interactive game graphics. Design a game character, learn to control it with the keyboard, mouse, or touch screen interface, and then learn how to use collision detection to build an interactive game world. You'll learn to make maze games, platform jumping games, and fast paced action games that cover all the popular genres of 2D gaming. Create intelligent enemies, use realistic physics, sound effects and music, and learn how to animate game characters. Whether you're creating games for the web or mobile devices, everything you need to get started on a career as a game designer is right here. Focused and friendly introduction to making games with HTML5. Essential programming and graphic design techniques for building games, with each chapter gently building on the skills of preceding chapters. Detailed case studies demonstrating techniques that can be used for making games in a wide variety of genres.

Working with MediaWiki "O'Reilly Media, Inc."

What is this book about? JavaScript is the language of the Web. Used for programming all major browsers, JavaScript gives you the ability to enhance your web site by creating interactive,

dynamic, and personalized pages. Our focus in this book is on client-side scripting, but JavaScript is also hugely popular as a scripting language in server-side environments, a subject that we cover in later chapters. What does this book cover? Beginning JavaScript assumes no prior knowledge of programming languages, but will teach you all the fundamental concepts that you need as you progress. After covering the core JavaScript language, you'll move on to learn about more advanced techniques, including Dynamic HTML, using cookies, debugging techniques, and server-side scripting with ASP. By the end of this book, you will have mastered the art of using JavaScript to create dynamic and professional-looking web pages. Here are a few of the things you'll learn in this book: Fundamental programming concepts Comprehensive practical tutorial in JavaScript Cross-browser scripting, including Netscape 6 Cookie creation and use Plug-ins and ActiveX controls Dynamic HTML Scripting the W3C DOM Server-side JavaScript with ASP Who is this book for? This book is for anyone who wants to learn JavaScript. You will need a very basic knowledge of HTML, but no prior programming experience is necessary. Whether you want to pick up some programming skills, or want to find out how to transfer your existing programming knowledge to the Web, then this book is for you. All you need is a text editor (like Notepad) and a browser, and you're ready to go!

Introduction to Image Processing Using R Packt Publishing Ltd

Get started with Visual C# programming with this great beginner's guide Beginning C# 6 Programming with Visual Studio 2015 provides step-by-step directions for programming with C# in the .NET framework. Beginning with programming essentials,

such as variables, flow control, and object-oriented programming, this authoritative text moves into more complicated topics, such as web and Windows programming and data access within both database and XML environments. After your introduction to each of the chapters, you are invited to apply your newfound knowledge in Try it Out sections, which reinforce learning and help you understand the practical applications of the new concepts you have explored. Through this approach, you can write useful programming code following each of the steps that you explore in this essential text. Discover the basics of programming with C#, such as variables, expressions, flow control, and functions Discuss how to keep your program running smoothly through debugging and error handling Understand how to navigate your way through key programming elements, such as classes, class members, collections, comparisons, and conversions Explore object-oriented programming, web programming, and Windows programming Beginning C# 6 Programming with Visual Studio 2015 is a fundamental resource for any programmers who are new to the C# language. *Create Web Charts with jqPlot* Academic Conferences Limited Applied jQuery teaches readers how to quickly start writing application interfaces. The beautifully designed book offers practical techniques and provides lots of real-world advice and guidance. The Author, Jay Blanchard, has practical experience working in the field and wastes no time getting to the instruction, taking the reader from a beginner to a proficient interface programmer by the end of the book. Today's Web developers are expected to be well versed in many different technologies. While it is good to have a shelf full of books that focus on single

technologies, having a book that shows developers how to combine these technologies is key. This book takes the reader beyond the fundamental mechanics of individual technologies to illustrate the value and power of combining jQuery and PHP with templates and layouts handled by HTML and CSS. Beginning to intermediate web developers designing and developing web application interfaces and web sites will learn how to blend these ingredient technologies, as well as how to secure jQuery.

Making App Store Apps Without Objective-C or Cocoa Packt Publishing Ltd

The book is aimed at all levels of readers. Beginners can learn the basic configurations and step-by-step approaches in creating charts or Highcharts cloud. For intermediate and advanced readers, the book explores the APIs, events, server-side operations and plugins.

Pocket Primer John Wiley & Sons

Author Scott Murray teaches you the fundamental concepts and methods of D3, a JavaScript library that lets you express data visually in a web browser.

Gnucash 2.4 Small Business Accounting Beginning JavaScript ChartsWith jqPlot, d3, and Highcharts

If you're a data scientist already familiar with Python but not Scikit-Learn, or are familiar with other programming languages like R and want to take the plunge with the gold standard of Python machine learning libraries, then this is the book for you.

Value-Based Healthcare Frontrunners from the Netherlands Springer

The last decade has witnessed a rapid surge of interest in new sensing and monitoring devices for wellbeing and healthcare.

One key development in this area is wireless, wearable and implantable in vivo monitoring and intervention. A myriad of platforms are now available from both academic institutions and commercial organisations. They permit the management of patients with both acute and chronic symptoms, including diabetes, cardiovascular diseases, treatment of epilepsy and other debilitating neurological disorders. Despite extensive developments in sensing technologies, there are significant research issues related to system integration, sensor miniaturisation, low-power sensor interface, wireless telemetry and signal processing. In the 2nd edition of this popular and authoritative reference on Body Sensor Networks (BSN), major topics related to the latest technological developments and potential clinical applications are discussed, with contents covering. Biosensor Design, Interfacing and Nanotechnology Wireless Communication and Network Topologies Communication Protocols and Standards Energy Harvesting and Power Delivery Ultra-low Power Bio-inspired Processing Multi-sensor Fusion and Context Aware Sensing Autonomic Sensing Wearable, Ingestible

Sensor Integration and Exemplar Applications System Integration and Wireless Sensor Microsystems The book also provides a comprehensive review of the current wireless sensor development platforms and a step-by-step guide to developing your own BSN applications through the use of the BSN development kit.

Interactive Data Visualization for the Web Manning Publications

As part of the Pocket Primer series, this book provides an overview of the major aspects and the source code to use SVG. This Pocket Primer is primarily for self-directed learners who want to learn SVG and it serves as a starting point for deeper exploration of its programming. Features:

- Includes companion files with all of the source code and images from the book
- Contains material devoted to SVG gradients and filters, graphics, animation, etc., use with CSS3, D3, Angular2, and covers SVG application programming interfaces and other toolkits
- Provides a solid introduction to SVG via complete code samples and images

Companion Files:

- Source code samples
- All images from the text (including 4-color)

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