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# Arrays And Array Methods In Global Seismology

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JavaScript Cookbook

Mutual Coupling Between Antennas

Arrays

Core Techniques for Memory Management

Programming F# 3.0

SAS Programming for Researchers and Social Scientists

Data Wrangling with Pandas, NumPy, and IPython

Introduction to Java Programming and Data Structures

Practical Methods in Cardiovascular Research

Understanding and Using C Pointers

JavaScript for Impatient Programmers

Learning R

Single, Multi-dimensional, Associative and Object Arrays in PHP 7

Microphone Arrays

Beginning Programming with Kotlin

From Noob to Ninja

The Language

Mastering JavaScript Arrays

Novel Acoustic Arrays and Array Pattern Synthesis Methods

Ivor Horton's Beginning Java 2

A Modular Structured Approach Using C++

The Elements of Neutron Interacting Arrays

Ruby Cookbook

Solutions & Examples for Perl Programmers

Beginning Programming with Swift

PHP Cookbook

PHP Arrays

Common LISP

A Comprehensive Guide for Writing Simple Code to Solve Complex Problems

Machine Learning with Python Cookbook

Python for Data Analysis

Practical Solutions from Preprocessing to Deep Learning

Swift Apprentice (Seventh Edition)

Signal Processing Techniques and Applications

JavaScript

Electronically Scanned Arrays  
Python Data Science Handbook  
Understanding ECMAScript 6  
The Good Parts

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Array Methods  
In Global  
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**HATFIELD HURLEY**

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*JavaScript Cookbook*

Razeware LLC

This is the first book to provide a single complete reference on microphone arrays. Top researchers in this field contributed articles documenting the current state of the art in microphone array

research, development and technological application.

Mutual Coupling Between Antennas "O'Reilly Media, Inc."

Why learn F#? With this guide, you'll learn how this multi-paradigm language not only offers you an enormous productivity boost through functional programming, but also lets you develop applications using your

existing object-oriented and imperative programming skills. You'll quickly discover the many advantages of the language, including access to all the great tools and libraries of the .NET platform. Reap the benefits of functional programming for your next project, whether you're writing concurrent code, or building data- or math-intensive

applications. With this comprehensive book, former F# team member Chris Smith gives you a head start on the fundamentals and walks you through advanced concepts of the F# language. Learn F#'s unique characteristics for building applications Gain a solid understanding of F#'s core syntax, including object-oriented and imperative styles Make your object-oriented code better by applying functional programming patterns Use advanced functional techniques,

such as tail-recursion and computation expressions Take advantage of multi-core processors with asynchronous workflows and parallel programming Use new type providers for interacting with web services and information-rich environments Learn how well F# works as a scripting language Arrays "O'Reilly Media, Inc." We'll be dealing with collections of data using Arrays all the time. This book will start with the basics and dive deeper into all the cool things

Arrays can do.

### **Core Techniques for Memory Management**

Morgan & Claypool Publishers

Like it or not, JavaScript is everywhere these days—from browser to server to mobile—and now you, too, need to learn the language or dive deeper than you have. This concise book guides you into and through JavaScript, written by a veteran programmer who once found himself in the same position. Speaking JavaScript helps you approach the language

with four standalone sections. First, a quick-start guide teaches you just enough of the language to help you be productive right away. More experienced JavaScript programmers will find a complete and easy-to-read reference that covers each language feature in depth. Complete contents include: JavaScript quick start: Familiar with object-oriented programming? This part helps you learn JavaScript quickly and properly. JavaScript in depth: Learn details of

ECMAScript 5, from syntax, variables, functions, and object-oriented programming to regular expressions and JSON with lots of examples. Pick a topic and jump in. Background: Understand JavaScript's history and its relationship with other programming languages. Tips, tools, and libraries: Survey existing style guides, best practices, advanced techniques, module systems, package managers, build tools, and learning resources. Programming F# 3.0

"O'Reilly Media, Inc." ECMAScript 6 represents the biggest update to the core of JavaScript in the history of the language. In Understanding ECMAScript 6, expert developer Nicholas C. Zakas provides a complete guide to the object types, syntax, and other exciting changes that ECMAScript 6 brings to JavaScript. Every chapter is packed with example code that works in any JavaScript environment so you'll be able to see new features in action. You'll learn:

-How ECMAScript 6 class syntax relates to more familiar JavaScript concepts -What makes iterators and generators useful -How arrow functions differ from regular functions -Ways to store data with sets, maps, and more -The power of inheritance -How to improve asynchronous programming with promises -How modules change the way you organize code Whether you're a web developer or a Node.js developer, you'll find Understanding ECMAScript 6

indispensable on your journey from ECMAScript 5 to ECMAScript 6.  
**SAS Programming for Researchers and Social Scientists** Springer  
 Science & Business Media  
 A tutorial introducing Java basics covers programming principles, integrating applets with Web applications, and using threads, arrays, and sockets.  
[Data Wrangling with Pandas, NumPy, and IPython](#) "O'Reilly Media, Inc."  
 Accelerate your JavaScript skills by mastering this

very important data structure About This Video  
 You will feel more comfortable working with arrays in any coding problem you encounter. You will become more familiar with functional methods for working with arrays (reduce, map, filter). You will become familiar with (and use) all the different methods for manipulating an array in JavaScript. You will be able to work with arrays using different techniques. In Detail  
 Effectively working with arrays is critical to any

JavaScript programmer. Arrays are an important data structure, and this course will provide you with the competency you need to master them. In this course, you are going to learn all there is to know about JavaScript arrays. This course starts from the beginning; so, if you are comfortable with JavaScript, you may want to use the first section as a review or skip it. You will learn the basics of iterating an array and some unique ways to create arrays and access elements. You will master

all the methods you can use to modify or mutate an array, as well as those methods that are preferred in the functional programming world because they preserve the original array. You will learn how to combine arrays and extract values, and multiple ways to search arrays for values. We end with a look at some array-like collections available in JavaScript and how you can use them. If you learn by doing, this course gives you plenty of opportunities to work on

an exercise and then sit back and watch as I go through it. Jump in today and begin mastering JavaScript arrays! *Introduction to Java Programming and Data Structures* "O'Reilly Media, Inc." For beginning and intermediate LabVIEW programmers, this introductory guide assumes no prior knowledge of LabVIEW. There are in-depth examples in every chapter, and all the answers and source code is provided on the

accompanying CD-ROM. Practical Methods in Cardiovascular Research "O'Reilly Media, Inc." Second Edition SAS® PROGRAMMING FOR RESEARCHERS AND SOCIAL SCIENTISTS By PAUL E. SPECTOR, University of South Florida University of South Florida "Just what the novice SAS programmer needs, particularly those who have no real programming experience. For example, branching is one of the more difficult programming commands for students to implement

and the author does an excellent job of explaining this topic clearly and at a basic level. A big plus is the Common Errors section since students will definitely encounter errors." a?Robert Pavur, Management Science, University of North Texas The book that won accolades from thousands has been completely revised! Taking a problem solving approach that focuses on common programming tasks that social scientists encounter in doing data analysis, Spector uses sample

programs and examples from social science problems to show readers how to write orderly programs and avoid excessive and disorganized branching. He provides readers with a three-step approach (preplanning, writing the program, and debugging) and tips about helpful features and practices as well as how to avoid certain pitfalls. "Spector has done an excellent job in explaining a somewhat difficult topic in a clear and concise manner. I like the fact that screen



captures are included. It allows students to better follow what is being described in the book in relation to what is on the screen." a?Philip Craiger, Computer Science, University of Nebraska, Omaha ThisA bookA provides readers with even more practical tips and advice. New features in this edition include: \*New sections on debugging in each chapter that provide advice about common errors \*End of chapter Debugging Exercises that offer readers the chance

to practice spotting the errors in the sample programs \*New section in Chapter 1 on how to use the interface, including how to work with three separate windows, where to write the program, executing the program, managing the program files, and using the F key \*Five new appendices, including a Glossary of Programming Terms, A Summary of SAS Language Statements, A Summary of SAS PROCs, Information Sources for SAS PROCs, and Corrections for the

Debugging Exercises \*Plus, a link to Spector's online SAS course! Appropriate for readers with little or no knowledge of the SAS language, this book will enable readers to run each example, adapt the examples to real problems that the reader may have, and create a program. "A solid introduction to programming in SAS, with a good, brief explanation of how that process differs from the usual point-and-click of Windows-based software such as SPSS and a spreadsheet. Even

uninformed students can use it as a guide to creating SAS datasets, manipulating them, and writing programs in the SAS language that will produce all manner of statistical results." a?James P. Whittenburg, History, College of William & Mary A "Bridges the gap between programming syntax and programming applications. In contrast to other books on SAS programming, this book combines a clear explanation of the SAS language with a problem-solving approach to

writing a SAS program. It provides the novice programmer with a useful and meaningful model for solving the types of programming problems encountered by re Understanding and Using C Pointers "O'Reilly Media, Inc."

In recent years, the increased availability and fidelity of broadband seismic instruments have effectively narrowed the gap between exploration and global seismic applications. Global seismologists are now able to take advantage of

high-resolution, often exploration-based, tools to examine rock properties tens to hundreds of kilometers below surface. This book reviews the key assumptions, algorithms and prospects of several important array-based methods in today's global and regional seismic surveys. A short list of topics includes data migration, PP and SS precursors, Radon transform, mantle triplication, P-to-S and S-to-P converted waves, shear-wave splitting, high-

resolution seismic tomography, and ambient-noise interferometry. Each approach is presented in a 'cookbook' fashion for easy comparison, implementation and critique by the general readership.

*JavaScript for Impatient Programmers* Elsevier  
Get up and running fast with the basics of programming using Java as an example language. This short book gets you thinking like a programmer in an easy and entertaining way.

Modern Programming Made Easy teaches you basic coding principles, including working with lists, sets, arrays, and maps; coding in the object-oriented style; and writing a web application. This book is largely language agnostic, but mainly covers the latest appropriate and relevant release of Java, with some updated references to Groovy, Scala, and JavaScript to give you a broad range of examples to consider. You will get a taste of what modern programming has to offer

and set yourself up for further study and growth in your chosen language. What You'll Learn Write code using the functional programming style Build your code using the latest releases of Java, Groovy, and more Test your code Read and write from files Design user interfaces Deploy your app in the cloud Who This Book Is For Anyone who wants to learn how to code. Whether you're a student, a teacher, looking for a career change, or just a hobbyist, this book is made for you.

**Learning R** "O'Reilly Media, Inc."

Circuits and architectures have become more complex in terms of structure, interconnection topology, and data flow. Design correctness has become increasingly significant, as errors in design may result in strenuous debugging, or even in the repetition of a costly manufacturing process. Although circuit simulation has been used traditionally and widely as the technique for checking hardware and architectural designs, it

does not guarantee the conformity of designs to specifications. Formal methods therefore become vital in guaranteeing the correctness of designs and have thus received a significant amount of attention in the CAD industry today. This book presents a formal method for specifying and verifying the correctness of systolic array designs. Such architectures are commonly found in the form of accelerators for digital signal, image, and video processing. These

arrays can be quite complicated in topology and data flow. In the book, a formalism called STA is defined for these kinds of dynamic environments, with a survey of related techniques. A framework for specification and verification is established. Formal verification techniques to check the correctness of the systolic networks with respect to the algorithmic level specifications are explained. The book also presents a Prolog-based formal design verifier

(named VSTA), developed to automate the verification process, as using a general purpose theorem prover is usually extremely time-consuming. Several application examples are included in the book to illustrate how formal techniques and the verifier can be used to automate proofs.

*Single, Multi-dimensional, Associative and Object Arrays in PHP 7* "O'Reilly Media, Inc."

Mutual Coupling Between Antennas A guide to mutual coupling between

various types of antennas in arrays such as wires, apertures and microstrip patches or antennas co-sited on platforms Mutual Coupling Between Antennas explores the theoretical underpinnings of mutual coupling, offers an up-to-date description of the physical effects of mutual coupling for a variety of antennas, and contains techniques for analysing and assessing its effects. The book puts the topic in historical context, presents an integral equation approach, includes the

current techniques, measurement methods, and discusses the most recent advances in the field. With contributions from noted experts on the topic, the book reviews practical aspects of mutual coupling and examines applications that clearly demonstrate where the performance is impacted both positively and negatively. Mutual Coupling Between Antennas contains information on how mutual coupling can be analysed with a wide range of methods from

direct computer software using discrete methods, to integral equations and Greens function methods as well as approximate asymptotic methods. This important text: Provides a theoretical background for understanding mutual coupling between various types of antennas Describes the interaction that occurs between antennas, both planned and unplanned Explores a key aspect of arrays in any wireless, radar or sensing system operating at radio frequencies Offers a groundbreaking

book on antenna mutual coupling Written for antenna engineers, technical specialists, researchers and students, Mutual Coupling Between Antennas is the first book to examine mutual coupling between various types of antennas including wires, horns, microstrip patches, MIMO antennas, co-sited antennas and arrays in planar or conformal configurations. Microphone Arrays John Wiley & Sons JavaScript Absolute Beginner's Guide serves

as an easy-to-understand tutorial on both scripting basics and JavaScript itself. The book is written in a clear and very personable style with an extensive use of practical, complete examples. The book is filled with large, full-color illustrations and all the programming code is displayed in color to help the beginner understand the key components and structure of the language. **Beginning Programming with Kotlin** No Starch Press Learn how to program

with Kotlin! Kotlin is the exciting modern language from JetBrains, creators of IntelliJ IDEA, the basis of many popular IDEs such as Android Studio and PyCharm. Since the adoption of Kotlin by Google as an official language for Android, the momentum behind Kotlin has gone off the charts. Kotlin supports many platforms, including Android, the web, the back-end, and even iOS. By reading this book, you'll be ready to use Kotlin on any and all of these platforms. Who This

Book Is For This book is for complete beginners to Kotlin. No prior programming experience is necessary! Topics Covered in Kotlin  
Apprentice Kotlin Development Environment: See how to setup a development environment for Kotlin using IntelliJ IDEA.  
Numbers and Strings: These are the basic kinds of data in any app—learn how to use them in Kotlin.  
Making Decisions: Your code doesn't always run straight through—learn

how to use conditions and loops to control program flow.  
Functions and Lambdas: Group your code together into reusable chunks to run and pass around.  
Collection Types: Discover the many ways Kotlin offers to store and organize data into collections.  
Building Your Own Types: Learn how to model elements in your app using classes, objects, interfaces, and enumerations.  
Functional Programming: Learn how to use Kotlin in a functional style and how

this can make your code clearer and more efficient. Coroutines: Asynchronous programming can be a complex topic on any platform, but Kotlin gives you a clear and concise approach with coroutines. Kotlin Platforms and Scripting: Learn about how Kotlin can be used on multiple platforms and see its use as a scripting language. Kotlin/Native and Multiplatform: See how to use Kotlin/Native to bring your apps to more than one

platform. One thing you can count on: after reading this book, you'll be prepared to take advantage of Kotlin wherever you choose to use it!

[From Noob to Ninja](#)  
Apress

This practical guide provides nearly 200 self-contained recipes to help you solve machine learning challenges you may encounter in your daily work. If you're comfortable with Python and its libraries, including pandas and scikit-learn, you'll be able to address

specific problems such as loading data, handling text or numerical data, model selection, and dimensionality reduction and many other topics. Each recipe includes code that you can copy and paste into a toy dataset to ensure that it actually works. From there, you can insert, combine, or adapt the code to help construct your application. Recipes also include a discussion that explains the solution and provides meaningful context. This cookbook takes you beyond theory



and concepts by providing the nuts and bolts you need to construct working machine learning applications. You'll find recipes for: Vectors, matrices, and arrays Handling numerical and categorical data, text, images, and dates and times Dimensionality reduction using feature extraction or feature selection Model evaluation and selection Linear and logical regression, trees and forests, and k-nearest neighbors Support vector machines (SVM), naïve

Bayes, clustering, and neural networks Saving and loading trained models

### **The Language** World Scientific

Why reinvent the wheel every time you run into a problem with JavaScript? This cookbook is chock-full of code recipes that address common programming tasks, as well as techniques for building web apps that work in any browser. Just copy and paste the code samples into your project—you'll get the job done faster and learn

more about JavaScript in the process. You'll also learn how to take advantage of the latest features in ECMAScript 5 and HTML5, including the new cross-domain widget communication technique, HTML5's video and audio elements, and the drawing canvas. You'll find recipes for using these features with JavaScript to build high-quality application interfaces. Create interactive web and desktop applications Work with JavaScript objects, such as String, Array,

Number, and Math Use  
 JavaScript with Scalable  
 Vector Graphics (SVG)  
 and the canvas element  
 Store data in various  
 ways, from the simple to  
 the complex Program the  
 new HTML5 audio and  
 video elements  
 Implement concurrent  
 programming with Web  
 Workers Use and create  
 jQuery plug-ins Use ARIA  
 and JavaScript to create  
 fully accessible rich  
 internet applications  
*Mastering JavaScript*  
*Arrays* Apress  
 Revised edition of:  
 Introduction to Java

programming / Y. Daniel  
 Liang, Armstrong Atlantic  
 State University. Tenth  
 edition. Comprehensive  
 version. 2015.  
*Novel Acoustic Arrays and  
 Array Pattern Synthesis  
 Methods* JavaScript  
 Cookbook  
 Learn How to Program  
 with Swift 5.5! Swift is the  
 easiest way to get started  
 developing on Apple's  
 platforms: iOS, iPadOS,  
 macOS, watchOS and  
 tvOS. In this book, you'll  
 learn the basics of Swift  
 from getting started with  
 playgrounds to simple  
 operations to building

your own types.  
 Everything you'll learn is  
 platform-neutral; you'll  
 have a firm understanding  
 of Swift by the end of this  
 book, and you'll be ready  
 to move on to whichever  
 app platform you're  
 interested in. Who This  
 Book Is For: This book is  
 for complete beginners to  
 Swift. No prior  
 programming experience  
 is necessary! Topics  
 Covered in The Swift  
 Apprentice Playground  
 basics: Learn about the  
 coding environment  
 where you can quickly  
 and easily try out your

code as you learn. Basic types: Numbers and strings are the basic kinds of data in any app - learn how to use them in Swift. Flow control: Your code doesn't always run straight through - learn how to use conditions and decide what to do. Functions: Group your code together into reusable chunks to run and pass around. Collection types: Discover the many ways Swift offers to store and organize data into collections. Protocols & protocol-oriented

programming: Define protocols to make your code more interface-based and compositional. Advanced topics: Learn how to create custom operators, organize your code, write tests, manage memory, serialize your types, concurrency and so much more. After reading this book and completing your Swift apprenticeship by working through the included exercises and challenges, you'll be ready to take on app development on the platform of your choice!

**Ivor Horton's Beginning Java 2** SAGE Computational Methods for Interacting Arrays of Fissile Material describes the methods used in assessing the criticality safety of interacting arrays of fissile materials. It demonstrates that the behavior of neutrons in an array can be divided into two parts which can, to a large extent, be treated independently. These are the neutron multiplication within units of the array and the transmission of neutrons between units. For the former the usual

methods of neutron physics are applicable but used so as to place emphasis on the neutrons entering and leaving the unit. The latter is mainly a geometrical problem, being entirely so for an air-spaced array. This volume is comprised of four chapters and begins with an introduction to the practical aspects of the

interaction problem affecting arrays of fissile materials. The discussion then turns to simple "hand" methods of calculation, paying particular attention to the general equilibrium conditions in interacting arrays, along with the Oak Ridge method, the Interaction Parameter method, and the PQR method. Finally, the

application of Monte Carlo method to the study of the neutron economy of entire arrays is considered in terms of one particular computer code called GEM. The basis of neutron tracking in critical size calculations by GEM is analyzed. This book will be a valuable resource for nuclear engineers and scientists.

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