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Dan Gookin



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Pro Freeware and Open Source Solutions for Business Phillip Whitt, 2015-08-29 Pro Freeware and Open Source Solutions for Business is a practical guide for the small business owner seeking viable alternative to expensive commercial software packages and subscriptions This comprehensive look at the powerful alternatives to expensive proprietary software provides an illustrated overview of no cost software solutions In this book you will find free and open source solutions for office productivity PDF creation accounting image editing and graphic design desktop publishing 3D design CAD audio and video editing website and blog creation customer relationship management point of sale networking and security and alternatives to the Windows and Macintosh operating systems This guide helps free the cost conscious business owner from the bonds of expensive proprietary software by exploring the free and powerful alternatives that exist You can save a substantial sums of money by replacing just a few commercial software titles with free and open source solutions Learn how with Pro Freeware and Open Source Solutions for Business today

Chromebook For Dummies Peter H. Gregory, 2020-03-31 Get the most out of your Google Chromebook Chromebook For Dummies walks you through setting up your Chromebook transitioning from traditional computers customizing a Chromebook to fit your needs navigating the many apps and their uses and applying advanced settings and features This book documents the features of all Chromebooks approaching them from the point of view of a smart person who is intimidated by the technology Offers extensive and practical information Covers all portable computers powered by Chrome OS Helps make it easy to drive these fast user friendly devices Includes coverage of the latest features in the Chrome operating system You ll end up keeping this book close at hand referring to it often as you explore the features of your Chromebook

Artificial Vision and Language Processing for Robotics Álvaro Morena Alberola, Gonzalo Molina Gallego, Unai Garay Maestre, 2019-04-30 Create end to end systems that can power robots with artificial vision and deep learning techniques Key Features Study ROS the main development framework for robotics in detail Learn all about convolutional neural networks recurrent neural networks and robotics Create a chatbot to interact with the robot Book Description Artificial Vision and Language Processing for Robotics begins by discussing the theory behind robots You ll compare different methods used to work with robots and explore computer vision its algorithms and limits You ll then learn how to control the robot with natural language processing commands You ll study Word2Vec and GloVe embedding techniques non numeric data recurrent neural network RNNs and their advanced models You ll create a simple Word2Vec model with Keras as well as build a convolutional neural network CNN and improve it with data augmentation and transfer learning You ll study the ROS and build a conversational agent to manage your robot You ll also integrate your agent with the ROS and convert an image to text and text to speech You ll learn to build an object recognition system using a video By the end of this book you ll have the skills you need to build a functional application that can integrate with a ROS to extract useful information about your environment What you will learn Explore the ROS and build a basic robotic

system Understand the architecture of neural networks Identify conversation intents with NLP techniques Learn and use the embedding with Word2Vec and GloVe Build a basic CNN and improve it using generative models Use deep learning to implement artificial intelligence AI and object recognition Develop a simple object recognition system using CNNs Integrate AI with ROS to enable your robot to recognize objects Who this book is for Artificial Vision and Language Processing for Robotics is for robotics engineers who want to learn how to integrate computer vision and deep learning techniques to create complete robotic systems It will prove beneficial to you if you have working knowledge of Python and a background in deep learning Knowledge of the ROS is a plus Workgroups eAssessment: Planning, Implementing and Analysing Frameworks
Rosalina Babo, Nilanjan Dey, Amira S. Ashour, 2020-12-11 This book was developed during a particular pandemic situation in the whole world which confined people to their homes Therefore there was a rise in the use of distance working and learning e learning which led to a very quick adoption of technology in order to guarantee different approaches to fulfil the same or better outcomes and ensure that people are connected This book provides a better understanding about the importance of teams assessment and collaborative work as well as the use of collaboration tools and online assessment techniques supported by technology Consequently the book is aimed at all institutions that seek new working environments namely higher education institutions companies and organizations sports teams and others Furthermore this book provides new approaches and systems to carry the knowledge and learning assessment The book gathers knowledge from several authors related to collaboration environments and tools as well as their insights on how technology can be applied to carry assessment processes The book seeks to provide knowledge on new technologies and different learning environments

Understanding Your Users Kathy Baxter, Catherine Courage, Kelly Caine, 2015-05-20 This new and completely updated edition is a comprehensive easy to read how to guide on user research methods You ll learn about many distinct user research methods and also pre and post method considerations such as recruiting facilitating activities or moderating negotiating with product developments teams customers and getting your results incorporated into the product For each method you ll understand how to prepare for and conduct the activity as well as analyze and present the data all in a practical and hands on way Each method presented provides different information about the users and their requirements e g functional requirements information architecture The techniques can be used together to form a complete picture of the users needs or they can be used separately throughout the product development lifecycle to address specific product questions These techniques have helped product teams understand the value of user experience research by providing insight into how users behave and what they need to be successful You will find brand new case studies from leaders in industry and academia that demonstrate each method in action This book has something to offer whether you are new to user experience or a seasoned UX professional After reading this book you ll be able to choose the right user research method for your research question and conduct a user research study Then you will be able to apply your findings to your own products

Completely new and revised edition includes 30 % new content Discover the foundation you need to prepare for any user research activity and ensure that the results are incorporated into your products Includes all new case studies for each method from leaders in industry and academia [Creating a Web Site](#) Greg Rickaby,2017-03-21 Speak to the world with your very own custom website Creating a Web Site is the kids guide to learning basic website design From planning to perfecting this book walks you through the entire process of building your own website with easy to read instructions and plenty of pictures every step of the way Good planning saves you a ton of work so you ll begin by getting your ideas out of your head and onto paper Next you ll find a template that already has the basic features you want so you can start working on the fun stuff right away You ll learn all the HTML and CSS you need to make your site look and act the way you want it to and you ll learn how to add video images widgets and more to make the design your very own Before you know it you ll have your own custom built website showcasing your talents and interests for the world If you want your own website why settle for a basic template that makes your page look like everyone else s You don t need to build it from scratch with a few simple lines of code you can transform a basic template into the site of your dreams This book shows you how to have fun from page one as you Figure out just what kind of site you want to build Create a mood board to bring your ideas into reality Choose your favorite template and customize it with CSS and HTML Add widgets pictures video and more to make your site your very own Easy instruction with a dose of humor have made the For Dummies books a leading resource for adults around the globe The Dummies Junior series brings that learning to kids with projects designed specifically for your interests skills and abilities Creating a Web Site helps you build your digital home base with fun instruction every step of the way [Building Applications with Spring 5 and Kotlin](#) Miloš Vasić,2018-05-18 Learn to build a full fledged application in Spring and Kotlin taking a reactive microservice based approach for scalability and robustness in the cloud Key Features Build a full fledged application in Spring and Kotlin Architect your application to take a microservice based approach in the cloud Integrate your application with a variety of Spring components Book Description Kotlin is being used widely by developers because of its light weight built in null safety and functional and reactive programming aspects Kotlin shares the same pragmatic innovative and opinionated mindset as Spring so they work well together Spring when combined with Kotlin helps you to reach a new level of productivity This combination has helped developers to create Functional Applications using both the tools together This book will teach you how to take advantage of these developments and build robust scalable and reactive applications with ease In this book you will begin with an introduction to Spring and its setup with Kotlin You will then dive into assessing the design considerations of your application Then you will learn to use Spring with Spring Boot along with Kotlin to build a robust backend in a microservice architecture with a REST based collaboration and leverage Project Reactor in your application You ll then learn how to integrate Spring Data and Spring Cloud to manage configurations for database interaction and cloud deployment You ll also learn to use Spring Security to beef up security of your application before

testing it with the JUnit framework and then deploying it on a cloud platform like AWS What you will learn Explore Spring 5 concepts with Kotlin Learn both dependency injections and complex configurations Utilize Spring Data Spring Cloud and Spring Security in your applications Create efficient reactive systems with Project Reactor Write unit tests for your Spring Kotlin applications Deploy applications on cloud platforms like AWS Who this book is for Developers comfortable using Spring who have basic knowledge of Kotlin and want to take their development skills to the next level and build enterprise grade applications will benefit from this book

RAG-Driven Generative AI Denis Rothman,2024-09-30 Minimize AI hallucinations and build accurate custom generative AI pipelines with RAG using embedded vector databases and integrated human feedback Get With Your Book PDF Copy AI Assistant and Next Gen Reader Free Key Features Implement RAG s traceable outputs linking each response to its source document to build reliable multimodal conversational agents Deliver accurate generative AI models in pipelines integrating RAG real time human feedback improvements and knowledge graphs Balance cost and performance between dynamic retrieval datasets and fine tuning static data Book DescriptionRAG Driven Generative AI provides a roadmap for building effective LLM computer vision and generative AI systems that balance performance and costs This book offers a detailed exploration of RAG and how to design manage and control multimodal AI pipelines By connecting outputs to traceable source documents RAG improves output accuracy and contextual relevance offering a dynamic approach to managing large volumes of information This AI book shows you how to build a RAG framework providing practical knowledge on vector stores chunking indexing and ranking You ll discover techniques to optimize your project s performance and better understand your data including using adaptive RAG and human feedback to refine retrieval accuracy balancing RAG with fine tuning implementing dynamic RAG to enhance real time decision making and visualizing complex data with knowledge graphs You ll be exposed to a hands on blend of frameworks like LlamaIndex and Deep Lake vector databases such as Pinecone and Chroma and models from Hugging Face and OpenAI By the end of this book you will have acquired the skills to implement intelligent solutions keeping you competitive in fields from production to customer service across any project What you will learn Scale RAG pipelines to handle large datasets efficiently Employ techniques that minimize hallucinations and ensure accurate responses Implement indexing techniques to improve AI accuracy with traceable and transparent outputs Customize and scale RAG driven generative AI systems across domains Find out how to use Deep Lake and Pinecone for efficient and fast data retrieval Control and build robust generative AI systems grounded in real world data Combine text and image data for richer more informative AI responses Who this book is for This book is ideal for data scientists AI engineers machine learning engineers and MLOps engineers If you are a solutions architect software developer product manager or project manager looking to enhance the decision making process of building RAG applications then you ll find this book useful

Android Phones and Tablets For Dummies Dan Gookin,2017-12-07 Outsmart your new Android Getting a smartphone or tablet can be intimidating for anyone but this user

friendly guide is here to help you to get the most out of all your new gadget has to offer Whether you re upgrading from an older model or totally new to the awesome world of Androids this book makes it easier than ever to get up and running with the latest technology From setup and configuration to taking advantage of all those intricate bells and whistles Android Phones Tablets For Dummies helps you unleash everything your Android can do for you If you re looking to use your phone or tablet for texting emailing accessing the Internet or anything in between you ll want to keep this go to reference close by every step of the way Make sense of the phone features Find your way around with navigation Capture moments on the camera Seamlessly sync with a PC or Mac Who needs a headache when dealing with a new device This book makes it totally pain free

Teaching Music Improvisation with Technology Michael Fein,2017-02-03 This book illustrates how technology can be used to support improvisational growth and musical development in the practice room and music classroom Hands on technology activities guide the reader through the basic mechanics of improvising and the essential music theory elements needed to improvise and teach improvisation

C++ All-in-One For Dummies John Paul Mueller,2021-01-07 Get ready for C 20 with all you need to know for complete mastery Your comprehensive and updated guide to one of the world s most popular programming languages is here Whether you re a novice or expert you ll find what you need to get going with the latest features of C 20 The workhorse of programming languages C gives you the utmost control of data usage and interface and resource allocation If your job involves data proficiency in C means you re indispensable This edition gives you 7 books in 1 for total C mastery Inside internationally renowned expert John Paul Mueller takes you from the fundamentals of working with objects and classes to writing applications that use paradigms not normally associated with C such as those used for functional programming strategies The book also includes online resources such as source code You discover how to use a C GNU compiler to build applications and even how to use your mobile device for coding Conquer advanced programming and troubleshooting Streamline your code with lambda expressions Use C where you need it for gaming enterprise applications and Web services Uncover object secrets including the use of design patterns Discover how to use functional programming techniques to make code concise and easy to read If you want to be your organization s C guru C All In One for Dummies is where it s at

Open Access and the Library Anja Oberländer,Torsten Reimer,2019-04-04 Libraries are places of learning and knowledge creation Over the last two decades digital technology and the changes that came with it have accelerated this transformation to a point where evolution starts to become a revolution The wider Open Science movement and Open Access in particular is one of these changes and is already having a profound impact Under the subscription model the role of libraries was to buy or license content on behalf of their users and then act as gatekeepers to regulate access on behalf of rights holders In a world where all research is open the role of the library is shifting from licensing and disseminating to facilitating and supporting the publishing process itself This requires a fundamental shift in terms of structures tasks and skills It also changes the idea of a library s collection Under the

subscription model contemporary collections largely equal content bought from publishers Under an open model the collection is more likely to be the content created by the users of the library researchers staff students etc content that is now curated by the library Instead of selecting external content libraries have to understand the content created by their own users and help them to make it publicly available be it through a local repository payment of article processing charges or through advice and guidance Arguably this is an overly simplified model that leaves aside special collections and other areas Even so it highlights the changes that research libraries are undergoing changes that are likely to accelerate as a result of initiatives such as Plan S This Special Issue investigates some of the changes in today s library services that relate to open access

Pythonic AI Arindam Banerjee, 2023-10-31 Unlock the power of AI with Python Your Journey from Novice to Neural Nets KEY FEATURES Learn to code in Python and use Google Colab s hardware accelerators GPU and TPU to train and deploy AI models efficiently Develop Convolutional Neural Networks CNNs using the TensorFlow 2 library for computer vision tasks Develop sequence attention based and Transformer models using the TensorFlow 2 library for Natural Language Processing NLP tasks DESCRIPTION Pythonic AI is a book that teaches you how to build AI models using Python It also includes practical projects in different domains so you can see how AI is used in the real world Besides teaching how to build AI models the book also teaches how to understand and explore the opportunities that AI presents It includes several hands on projects that walk you through successful AI applications explaining concepts like neural networks computer vision natural language processing NLP and generative models Each project in the book also reiterates and reinforces the important aspects of Python scripting You ll learn Python coding and how it can be used to build cutting edge AI applications The author explains each essential line of Python code in detail taking into account the importance and difficulty of understanding By the end of the book you will learn how to develop a portfolio of AI projects that will help you land your dream job in AI WHAT YOU WILL LEARN Create neural network models using the TensorFlow 2 library Develop Convolutional Neural Networks CNNs for computer vision tasks Develop Sequence models for Natural Language Processing NLP tasks Create Attention based and Transformer models Learn how to create Generative Adversarial Networks GANs WHO THIS BOOK IS FOR This book is for everyone who wants to learn how to build AI applications in Python regardless of their experience level Whether you re a student a tech professional a non techie or a technology enthusiast this book will teach you the fundamentals of Python and AI and show you how to apply them to real world problems TABLE OF CONTENTS 1 Python Kickstart Concepts Libraries and Coding 2 Setting up AI Lab 3 Design My First Neural Network Model 4 Explore Designing CNN with TensorFlow 5 Develop CNN based Image Classifier Apps 6 Train and Deploy Object Detection Models 7 Create a Text and Image Reader 8 Explore NLP for Advanced Text Analysis 9 Up and Running with Sequence Models 10 Using Sequence Models for Automated Text Classification 11 Create Attention and Transformer Models 12 Generating Captions for Images 13 Learn to Build GAN Models 14 Generate Artificial Faces Using GAN

Using Technology to

Enhance Reading Timothy V. Rasinski, Kristine E. Pytash, 2015-04-02 Enhance students reading abilities with technology Discover how technological resources can improve the effectiveness and breadth of reading instruction to build student knowledge Read real world accounts from literacy experts and learn how their methods can be adapted for your classroom Explore how to foster improvement in student learning using a variety of tools including interactive whiteboards tablets and social media applications [Hands-On Machine Learning with Scikit-Learn, Keras, and TensorFlow](#) Aurélien

Géron, 2022-10-04 Through a recent series of breakthroughs deep learning has boosted the entire field of machine learning Now even programmers who know close to nothing about this technology can use simple efficient tools to implement programs capable of learning from data This bestselling book uses concrete examples minimal theory and production ready Python frameworks Scikit Learn Keras and TensorFlow to help you gain an intuitive understanding of the concepts and tools for building intelligent systems With this updated third edition author Aurélien Geron explores a range of techniques starting with simple linear regression and progressing to deep neural networks Numerous code examples and exercises throughout the book help you apply what you've learned Programming experience is all you need to get started Use Scikit learn to track an example ML project end to end Explore several models including support vector machines decision trees random forests and ensemble methods Exploit unsupervised learning techniques such as dimensionality reduction clustering and anomaly detection Dive into neural net architectures including convolutional nets recurrent nets generative adversarial networks autoencoders diffusion models and transformers Use TensorFlow and Keras to build and train neural nets for computer vision natural language processing generative models and deep reinforcement learning **Hands-On Machine Learning with**

Scikit-Learn and PyTorch Aurélien Geron, 2025-10-22 The potential of machine learning today is extraordinary yet many aspiring developers and tech professionals find themselves daunted by its complexity Whether you're looking to enhance your skill set and apply machine learning to real world projects or are simply curious about how AI systems function this book is your jumping off place With an approachable yet deeply informative style author Aurélien Geron delivers the ultimate introductory guide to machine learning and deep learning Drawing on the Hugging Face ecosystem with a focus on clear explanations and real world examples the book takes you through cutting edge tools like Scikit Learn and PyTorch from basic regression techniques to advanced neural networks Whether you're a student professional or hobbyist you'll gain the skills to build intelligent systems Understand ML basics including concepts like overfitting and hyperparameter tuning Complete an end to end ML project using scikit Learn covering everything from data exploration to model evaluation Learn techniques for unsupervised learning such as clustering and anomaly detection Build advanced architectures like transformers and diffusion models with PyTorch Harness the power of pretrained models including LLMs and learn to fine tune them Train autonomous agents using reinforcement learning [The Science of Intelligent Achievement](#) Isaiah Hankel, 2017-11-30 Smart strategies for pragmatic science based growth and sustainable achievement The Science of Intelligent Achievement teaches you the

scientific process of finding success through your most valuable assets Selective focus how selective are you with who and what you let into your life Creative ownership how dependent are you on others for your happiness and success Pragmatic growth how consistently and practically are you growing daily First this book will show you how to develop your focus by being very selective with where you spend your mental energy If you've failed to reach an important goal because you were distracted misinformed or overcommitted then you know the role focus and selectivity play in achievement Second you will learn how to stop allowing your happiness and success to be dependent on other people and instead start taking ownership over your life through creative work Finally you will learn the art of changing your life through pragmatic decisions and actions Self improvement is not the result of dramatic changes Instead science has shown that personal and professional change is initiated and sustained by consistent practical changes To grow you must leverage the power of micro decisions personality responsibility and mini habits Your own biology will not let you improve your life in any other way What do you currently value What are working to attain Have you been taught to value your job title or your relationship with some other person above all else Have you been convinced that the most valuable things in life are your paycheck the number of people who say hello to you at the office and the number of people who say I need you at home Or have you become so passive in what you value that you let anyone and anything into your life as long as whatever you let in allows you to stay disconnected from the cold hard truth that when things really go wrong in your life the only person who will be able to fix it and the only person will be responsible for it is you If so welcome to fake success Passivity dependence and the sacrifice of practical thinking and personal responsibility to fuzzy grandiose ideals and temporary feelings these are markers of fake success Intelligent Achievement on the other hand is not a moving target It's not empty either Instead it's sturdy full and immovable It's not something that's just handed to you It's not something you're nudged to chase or coerced into wanting Intelligent Achievement comes from within you It's a collection of values that are aligned with who you are values you have to protect and nurture These values do not increase your dependence on other people and things Instead they relieve you of dependence This kind of achievement is something that you have a part in building from the ground up you know what's in it you chose it someone else didn't choose it for you Achieving real success means you must focus create and grow daily The Science of Intelligent Achievement will show you how

Reinventing Writing Vicki Davis, 2014-05-23 In this much anticipated book from acclaimed blogger Vicki Davis Cool Cat Teacher you'll learn the key shifts in writing instruction necessary to move students forward in today's world Vicki describes how the elements of traditional writing are being reinvented with cloud based tools Instead of paper note taking filing cabinets word processors and group reports we now have tools like ePaper eBooks social bookmarking cloud syncing infographics and more Vicki shows you how to select the right tool set it up quickly and prevent common mistakes She also helps you teach digital citizenship and offers exciting ways to build writing communities where students love to learn Special Features Essential questions at the start of each chapter to

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Data Skills for Media Professionals Ken Blake,Jason Reineke,2019-08-01 Teaches the basic yet all important data skills required by today s media professionals The authors of *Data Skills for Media Professionals* have assembled a book that teaches key aspects of data analysis interactive data visualization and online map making through an introduction to Google Drive Google Sheets and Google My Maps all free highly intuitive platform agnostic tools available to any reader with a computer and a web connection Delegating the math and design work to these apps leaves readers free to do the kinds of thinking that media professionals do most often considering what questions to ask how to ask them and how to evaluate and communicate the answers Although focused on Google apps the book draws upon complementary aspects of the free QGIS geographic information system the free XLMiner Analysis ToolPak Add on for Google Sheets and the ubiquitous Microsoft Excel spreadsheet application Worked examples rely on frequently updated data from the U S Bureau of Labor Statistics the Federal Election Commission the National Bridge Inventory of structurally deficient bridges and other federal sources giving readers the option of immediately applying what they learn to current data they can localize to any area in the United States The book offers chapters covering basic data analysis data visualization making online maps Microsoft Excel and pivot tables matching records with Excel s VLOOKUP function basic descriptive and inferential statistics and other functions tools and techniques Serves as an excellent supplemental text for easily adding data skills instruction to courses in beginning or advanced writing and reporting Features computer screen captures that illustrate each step of each procedure Offers downloadable datasets from a companion web page to help students implement the techniques themselves Shows realistic examples that illustrate how to perform each technique and how to use it on the job *Data Skills of Media Professionals* is an excellent book for students taking skills courses in the more than 100 ACEJMC accredited journalism and mass communication programs across the United States It would also greatly benefit those enrolled in advanced or specialized reporting courses including courses dedicated solely to teaching data skills

Kotlin / Android Studio 3.0 Development Essentials - Android 8 Edition Neil Smyth, Fully updated for Android Studio 3 0 and Android 8 the goal of this book is to teach the skills necessary to develop Android based

applications using the Android Studio Integrated Development Environment IDE the Android 8 Software Development Kit SDK and the Kotlin programming language Beginning with the basics this book provides an outline of the steps necessary to set up an Android development and testing environment followed by an introduction to programming in Kotlin including data types flow control functions lambdas and object oriented programming An overview of Android Studio is included covering areas such as tool windows the code editor and the Layout Editor tool An introduction to the architecture of Android is followed by an in depth look at the design of Android applications and user interfaces using the Android Studio environment More advanced topics such as database management content providers and intents are also covered as are touch screen handling gesture recognition camera access and the playback and recording of both video and audio This edition of the book also covers printing transitions and cloud based file storage The concepts of material design are also covered in detail including the use of floating action buttons Snackbars tabbed interfaces card views navigation drawers and collapsing toolbars In addition to covering general Android development techniques the book also includes Google Play specific topics such as implementing maps using the Google Maps Android API and submitting apps to the Google Play Developer Console Other key features of Android Studio 3 and Android 8 are also covered in detail including the Layout Editor the ConstraintLayout and ConstraintSet classes constraint chains and barriers direct reply notifications and multi window support Chapters also cover advanced features of Android Studio such as App Links Instant Apps the Android Studio Profiler and Gradle build configuration Assuming you already have some programming experience are ready to download Android Studio and the Android SDK have access to a Windows Mac or Linux system and ideas for some apps to develop you are ready to get started

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