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luminaries as Guido Van Rossum David Ascher Tim Peters Paul Prescod Mark Hammond and Alex Martelli as well as over 100 other Python programmers The recipes highlight Python best practices and can be used directly in day to day programming tasks as a source of ideas or as a way to learn more about Python The recipes in the Python Cookbook were edited by David Ascher who is on the board of the Python Software Foundation and is the co author of Learning Python and Alex Martelli who is known for his numerous and exhaustive postings on the Python mailing list The book contains a foreword by Guido van Rossum the creator of Python

Windows Graphics Programming Feng Yuan, 2001 Currently there aren't any good books on Windows graphics programming Programmers looking for help are left to muddle their way through online documentation and API books that don't focus on this topic This book paves new ground covering actual graphics implementation hidden restrictions and performance issues programmers need to know about

Porting to Win32 TM Thomas Lauer, 2012-12-06 and Overview book to undertake an expedition into these new and to a large extent unexplored territories explaining along the way what all these things mean to existing programs and their native use under Win32 systems After all before putting such nice things as multiple threads or Unicode into their applications developers have to port them to Win32 in the first place And this is in spite of all the promises from Microsoft somewhat more difficult than I'd expected at the very least in certain sections The book is not focused so much on the detailed explanation of all the new functions and possibilities these won't escape you anyway rather its main concern is to make the transition from 16 to 32 bit as easy and smooth as possible for you as the developer and or project lead So let's have a closer look at the individual parts of the text Chapter 1 Fundamental The first chapter is for project leads and developers alike It gives an Aspects and Preliminary overview of the new Win32 systems describes the most important features and compares them with Win16 and also with the competition coming along in the form of OS 2 3 x and UNIX I'll show the important architectural and implementation issues concentrating on Windows NT and detailing the differences for Windows 95 when required

Software Hacking Ankit Fadia & Nishant Das Patnaik, 2009-11-01 Software Hacking Authored By Two Computer Security Experts Is The Answer To The Ongoing War Against Piracy That Threatens Individual Users Corporates And Government Organizations Protection Of Intellectual Property Rights Is A Key Issue In Today's Technology Oriented World This Book Is For Those Who Wish To Fight Crackers Those Who Break Encryption And Copy Protection Schemes It Helps Software Developers To Further Strengthen Their Programs Against Being Broken Into By Exposing Them To Various Tools And Techniques That Ill Intentioned People Use To Tear Even A Highly Protected Program Into Bits It Provides Insight Into The Off The Shelf Programs Available In The Market And Assists Them To Select The Best While Maintaining That It Does Not Make Practical Sense To Hide Such Books From The Lay Reader The Authors Nevertheless Advise All Their Readers Not To Misuse The Knowledge Gained From The Book

Microsoft Win32 Programmer's Reference: Functions, A-G , 1993 Targeted at professional C programmers interested in 32 bit Windows programming these are the official Microsoft

Programmer's References Volumes 1 and 2 are the alphabetic API references Volume 1 covers API functions A-M Volume 2 covers N-Z Each entry provides basic information on an element syntax description etc Volume 3 covers messages structures and data types This material is also included in the Microsoft Win32 Software Development Kit

Practical Algorithms for 3D Computer Graphics R. Stuart Ferguson, 2013-12-19 Practical Algorithms for 3D Computer Graphics Second Edition covers the fundamental algorithms that are the core of all 3D computer graphics software packages Using Core OpenGL and OpenGL ES the book enables you to create a complete suite of programs for 3D computer animation modeling and image synthesis Since the publication of the first edition implementation aspects have changed significantly including advances in graphics technology that are enhancing immersive experiences with virtual reality Reflecting these considerable developments this second edition presents up to date algorithms for each stage in the creative process It takes you from the construction of polygonal models of real and imaginary objects to rigid body animation and hierarchical character animation to the rendering pipeline for the synthesis of realistic images New to the Second Edition New chapter on the modern approach to real time 3D programming using OpenGL New chapter that introduces 3D graphics for mobile devices New chapter on OpenFX a comprehensive open source 3D tools suite for modeling and animation Discussions of new topics such as particle modeling marching cubes and techniques for rendering hair and fur More web only content including source code for the algorithms video transformations comprehensive examples and documentation for OpenFX The book is suitable for newcomers to graphics research and 3D computer games as well as more experienced software developers who wish to write plug in modules for any 3D application program or shader code for a commercial games engine

C# Design and Development John Paul Mueller, 2009-02-25 John P Mueller demonstrates how you can fine tune your skill set to create an elegant design that will scale well and produce reliable speedy secure and efficient code You'll explore several applications and design strategies using C and you'll learn the best approaches for various system configurations Mueller shares expert advice on how to create better applications by using fine tuned design strategies and new methods for writing applications using less code which improves efficiency Topics include understanding the application lifecycle defining a design strategy designing with speed and security in mind scripting the IDE working with controls and components testing debugging and quality assurance serializing XML working with LINQ augmenting applications using F and much more

Real World SQL Server Administration with Perl Dave Shea, 2008-01-01 Real World SQL Server Administration with Perl is written with the goal of super charging your SQL Server administration skills with Perl scripting taking you to the next level of SQL Server administration Through a broad range of scenarios this book shows you how to write Perl scripts often in combination with T-SQL scripting to solve a wide variety of SQL Server administration problems This unique book will provide you with the techniques to conquer real world problems that frequently trouble database administrators You will take away at least two things from reading this book a database administration toolkit complete with over 150 Perl scripts and problem solving

techniques perfect for attacking additional SQL Server administrative challenges Many of the sample problems are described in SQL Server 7 or 2000 context but in reality the examples aren't version specific all the Perl scripts are open and may be adapted to work with any version of SQL Server

C# 4.0 Unleashed Bart De Smet, 2011-01-04 C# 4.0 Unleashed is a practical reference focusing on the C# language and the .NET platform as a whole While covering the language in lots of detail it also provides enough coverage of various popular .NET technologies and techniques such as debugging for the reader to be successful on the .NET platform The in depth coverage of the language features is crucial to the success of a developer Knowing exactly where and why to use certain language features can boost efficiency significantly This book differs from other works by going into enough depth on how things work while not being a clone of the formal language specification Concise anecdotes with concrete samples illustrate how certain language features behave and also point out possible caveats in using them On the side of platform coverage the author provides a gentle introduction to the wide landscape of the .NET platform following a logical structure that reflects the high level architecture of an application presentation logic data connectivity etc In the .NET part of the book there's coverage of relevant new technologies such as cloud computing modeling and parallel programming things that will gain much more attention moving forward Provides valuable insight into the C# language and the .NET Framework not just what but also the how and why of the language and framework features Covers using C# with new major technologies such as cloud computing SharePoint and ASP.NET MVC Author is Microsoft insider Will be day and date with the release of C# 4.0

Federal Register, 2002-05-03 *The Guru's Guide to SQL Server Architecture and Internals* Ken Henderson, 2004 bull Contains the most depth and breadth of coverage of any book on SQL Server architecture internals and tuning bull Will be a key reference for anyone working with SQL Server no matter what their skill level bull The latest book in the bestselling series of Guru's Guides from Ken Henderson

Biological Field Emission Scanning Electron Microscopy, 2 Volume Set Roland A. Fleck, Bruno M. Humbel, 2019-04-29 The go to resource for microscopists on biological applications of field emission gun scanning electron microscopy FEGSEM The evolution of scanning electron microscopy technologies and capability over the past few years has revolutionized the biological imaging capabilities of the microscope giving it the capability to examine surface structures of cellular membranes to reveal the organization of individual proteins across a membrane bilayer and the arrangement of cell cytoskeleton at a nm scale Most notable are their improvements for field emission scanning electron microscopy FEGSEM which when combined with cryo preparation techniques has provided insight into a wide range of biological questions including the functionality of bacteria and viruses This full colour must have book for microscopists traces the development of the biological field emission scanning electron microscopy FEGSEM and highlights its current value in biological research as well as its future worth Biological Field Emission Scanning Electron Microscopy highlights the present capability of the technique and informs the wider biological science community of its application in basic biological research Starting with the theory and history of FEGSEM

the book offers chapters covering operation strengths and weakness sample selection handling limitations and preparation Commercial developments and principals from the major FEGSEM manufacturers Thermo Scientific JEOL HITACHI ZEISS Tescan technical developments essential to bioFEGSEM cryobio FEGSEM cryo FIB FEGSEM digital tomography array tomography public health research mammalian cells and tissues digital challenges image collection storage and automated data analysis and more Examines the creation of the biological field emission gun scanning electron microscopy FEGSEM and discusses its benefits to the biological research community and future value Provides insight into the design and development philosophy behind current instrument manufacturers Covers sample handling applications and key supporting techniques Focuses on the biological applications of field emission gun scanning electron microscopy FEGSEM covering both plant and animal research Presented in full colour An important part of the Wiley Royal Microscopical Series Biological Field Emission Scanning Electron Microscopy is an ideal general resource for experienced academic and industrial users of electron microscopy specifically those with a need to understand the application limitations and strengths of FEGSEM

Ruby Developers Guide Syngress,2002-02-06 An expert guide to Ruby a popular new Object Oriented Programming Language Ruby is quickly becoming a favourite among developers who need a simple straight forward portable programming language Ruby is ideal for quick and easy object oriented programming such as processing text files or performing system management Having been compared with other programming languages such as Perl Python PCL Java Eiffel and C Ruby is popular because of its straight forward syntax and transparent semantics Using step by step examples and real world applications the Ruby Developer s Guide is designed for programmers and developer s looking to embrace the object oriented features and functionality of this robust programming language Readers will learn how to develop implement organize and deploy applications using Ruby Ruby is currently experiencing a rapid rise in popularity in the object oriented programming community Readers receive up to the minute links white papers and analysis for two years at solutions syngress com Comes with a wallet sized CD containing a printable HTML version of the book all of the source code examples and demos of popular Ruby third party programming tools and applications *Beowulf Cluster Computing with Windows* Thomas Sterling,2001-10-26 Comprehensive guides to the latest Beowulf tools and methodologies Beowulf clusters which exploit mass market PC hardware and software in conjunction with cost effective commercial network technology are becoming the platform for many scientific engineering and commercial applications With growing popularity has come growing complexity Addressing that complexity Beowulf Cluster Computing with Linux and Beowulf Cluster Computing with Windows provide system users and administrators with the tools they need to run the most advanced Beowulf clusters The book is appearing in both Linux and Windows versions in order to reach the entire PC cluster community which is divided into two distinct camps according to the node operating system Each book consists of three stand alone parts The first provides an introduction to the underlying hardware technology assembly and configuration The second part offers a detailed presentation of the major

parallel programming libraries The third and largest part describes software infrastructures and tools for managing cluster resources This includes some of the most popular of the software packages available for distributed task scheduling as well as tools for monitoring and administering system resources and user accounts Approximately 75% of the material in the two books is shared with the other 25% pertaining to the specific operating system Most of the chapters include text specific to the operating system The Linux volume includes a discussion of parallel file systems

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