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Designed for applications programmers using the OSF/1 application programming interface and familiar with the C language, this volume covers three areas - a guide to the functions of OSF/1 (system and library), a guide to files and file formats and a guide to the other system facilities. This kit offers complete information and tools to give users' applications universal data access. As a result of the reception of the OLE DB 1.0 SDK, customers are clamoring for printed copies of the "OLE DB Programmer's Reference". The "OLE DB 1.1 Programmer's Reference" includes minor enhancements and bug fixes to the 1.0 documentation, as well as a full index, not available in the previous version. A complete programmer's reference for X library functions, which is the lowest level of programming interface to X. Reference pages for each Xlib function A permuted index to the Xlib functions reference pages for each event type Description of macros A listing of the standard color name database Alphabetical index and description of structures Alphabetical index and description of defined symbols A list of keysyms and their meanings, including sample characters A list and illustration of the standard cursor font A list of standard fonts with illustration of each font A function group index, for finding the right routine for a particular task Single-page reference aids for the GC and window attributes This reference manual provides reference pages for each Xlib function, a permuted index to the Xlib functions, reference pages for each event type, description of macros, a listing of the standard color database, an alphabetic index and description of structures and defined symbols, a list of keysyms and their meanings, a list and illustration of the standard cursor font, an illustrated list of the standard fonts, a function group index, for finding the right routine for a particular task, and single-page reference aids for the GC and window attributes. A complete guide to programming with Xt Intrinsics, the library of C language routines that facilitate the design of user interfaces, with reusable components called widgets. This new edition is rewritten to separate the knowledge needed by programmers that use existing widgets from the knowledge needed by programmers that write new widgets. Want to use an Adobe tool to design animated web graphics that work on iPhone and iPad? You've come to the right book. Adobe Edge Preview 3: The Missing Manual shows you how to build HTML5 graphics using simple visual tools. No programming experience? No problem. Adobe Edge writes the underlying code for you. With this eBook, you'll be designing great-looking web elements in no time. Get to know the workspace. Learn how Adobe Edge Preview 3 performs its magic. Create and import graphics. Make drawings with Edge's tools, or use art you designed in other programs. Work with text. Build menus, label buttons, provide instructions, and perform other tasks. Jump into animation. Master Edge's elements, properties, and timeline panels. Make it interactive. Use triggers and actions to give users control over their web experience. Peek behind the curtain. Understand how HTML and CSS documents work. Dig into JavaScript. Customize your projects by

tweaking your code. Bestselling author Chris Grover has more than 25 years experience in graphic design and electronic media. He excels in making complex technology fun and easy to learn. In Adobe Edge Preview 3: The Missing Manual, he continues the winning formula of Flash CS5.5: The Missing Manual and Google SketchUp: The Missing Manual. This is the complete guide and reference to 'The Oberon System' designed by Wirth and Gutknecht at ETH, Zurich. Featuring a user guide, a description of the module library and a programming guide, this book also contains a wealth of practical real-world examples and illustrations. An Introduction to Modern Econometrics Using Stata, by Christopher F. Baum, successfully bridges the gap between learning econometrics and learning how to use Stata. The book presents a contemporary approach to econometrics, emphasizing the role of method-of-moments estimators, hypothesis testing, and specification analysis while providing practical examples showing how the theory is applied to real datasets using Stata. This book is a complete programmer's guide to the X library, which is the lowest level of programming interface to X. It includes chapters on: This manual describes the programming features of the UNIX system. It provided neither a general overview of the UNIX system nor details of the implementation of the system. Not all commands, features, and facilities described in this manual are available in every UNIX system. Some of the features require additional utilities which may not exist in your system. Xview on the X window system; The X view programmer's model; Creating Xview applications; Frames; Canvases and openwin; Handling input; Panels; Text subwindows; TTY subwindows; Scrollbars; Menus; Notices; Cursors; Icons; Nonvisual objects; Fonts; Resources; The selection service; The notifier; Color; Error recovery and help; Xview internals; Appendixes; Figures; Examples; Tables. What is this book about? Excel 2003 VBA Programmer's Reference is an updated and expanded version of the two previous editions now with a reference section downloadable from the Web for easy perusal. The book is aimed at Excel users who want to gain more control over their spreadsheets using VBA or who want to develop Excel applications for other users. The book starts with a primer chapter focused on bringing the readers up to speed with Excel and VBA. From there, the book expands to focus on major issues faced by advanced Excel users and developers. What does this book cover? In this book, you'll discover how to do the following: Set up applications and convert them to add-ins Package and distribute Excel applications Set up interaction with other Office applications and databases Program the VB Editor and use the Windows API Use VB6 and VB.NET with Excel Set up internationalization Advanced debugging and error handling techniques For more than 20 years, Network World has been the premier provider of information, intelligence and insight for network and IT executives responsible for the digital nervous systems of large organizations. Readers are responsible for designing, implementing and managing the voice, data and video systems their companies use to support everything from business critical applications to employee collaboration and electronic commerce. Learn dynamic programming with Julia to build apps for data analysis, visualization, machine learning, and the web Key FeaturesLeverage Julia's high speed and efficiency to build fast, efficient applicationsPerform supervised and unsupervised machine learning and time series analysisTackle problems concurrently and in a distributed environmentBook Description Julia offers the high productivity and ease of use of Python and R with the lightning-fast speed of C++. There's never been a better time to learn this language, thanks to its large-scale adoption across a wide range of domains, including fintech, biotech and artificial intelligence (AI). You will begin by learning how to set up a running Julia platform, before exploring its various built-in types. This Learning Path walks you through two important collection types: arrays and matrices. You'll be taken through how type conversions and promotions work, and in further chapters you'll study how Julia interacts with operating systems and other languages. You'll also learn about the use of macros, what makes Julia suitable for numerical and scientific computing, and how to run external programs. Once you have grasped the basics, this Learning Path goes on to how to analyze the Iris dataset using DataFrames. While building a web scraper and a web app, you'll explore the use of functions, methods, and multiple dispatches. In the final chapters, you'll delve into machine learning, where you'll build a book recommender system. By the end of this Learning Path, you'll be well versed with Julia and have the skills you need to leverage its high speed and efficiency for your applications. This Learning Path includes content from the following Packt products: Julia 1.0 Programming - Second Edition by Ivo BalbaertJulia Programming Projects by Adrian SalceanuWhat you will learnCreate your own types to extend the built-in type systemVisualize your data in Julia with plotting packagesExplore the use of built-in macros for testing and debuggingIntegrate Julia with other languages such as C, Python, and MATLABAnalyze and manipulate datasets using Julia and DataFramesDevelop and run a web app using Julia and the HTTP packageBuild a recommendation system using supervised machine learningWho this book is for If you are a statistician or data scientist who wants a quick course in the Julia programming language while building big data applications, this Learning Path is for you. Basic knowledge of mathematics and programming is a must. Presents a collection of more than one hundred programming challenges along with information on key theories and concepts in computer programming. A number of widely used contemporary processors have instruction-set extensions for improved performance in multi-media applications. The aim is to allow operations to proceed on multiple pixels each clock cycle. Such instruction-sets have been incorporated both in specialist DSPchips such as the Texas C62xx (Texas Instruments, 1998) and in general purpose CPU chips like the Intel IA32 (Intel, 2000) or the AMD K6 (Advanced Micro Devices, 1999). These instruction-set extensions are typically based on the Single Instruction-stream Multiple Data-stream (SIMD) model in which a single instruction causes the same mathematical operation to be carried out on several operands, or pairs of operands, at the same time. The level of parallelism supported ranges from two floating point operations, at a time on the AMD K6 architecture to 16 byte operations at a time on the Intel P4 architecture. Whereas processor architectures are moving towards greater levels of parallelism, the most widely used programming languages such as C, Java and Delphi are structured around a model of computation in which operations takeplace on a single value at a time. This was appropriate when processors worked this way, but has become an impediment to programmers seeking to make use of the performance offered by multi-media instruction-sets. The introduction of SIMD instruction sets (Peleg et al.

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