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KEY=EDITOR - JAZLYN HANEY

Automate the Boring Stuff with Python, 2nd Edition Practical Programming for Total Beginners No Starch Press The second edition of this best-selling Python book (over 500,000 copies sold!) uses Python 3 to teach even the technically uninclined how to write programs that do in minutes what would take hours to do by hand. There is no prior programming experience required and the book is loved by liberal arts majors and geeks alike. If you've ever spent hours renaming files or updating hundreds of spreadsheet cells, you know how tedious tasks like these can be. But what if you could have your computer do them for you? In this fully revised second edition of the best-selling classic Automate the Boring Stuff with Python, you'll learn how to use Python to write programs that do in minutes what would take you hours to do by hand--no prior programming experience required. You'll learn the basics of Python and explore Python's rich library of modules for performing specific tasks, like scraping data off websites, reading PDF and Word documents, and automating clicking and typing tasks. The second edition of this international fan favorite includes a brand-new chapter on input validation, as well as tutorials on automating Gmail and Google Sheets, plus tips on automatically updating CSV files. You'll learn how to create programs that effortlessly perform useful feats of automation to:

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Step-by-step instructions walk you through each program, and updated practice projects at the end of each chapter challenge you to improve those programs and use your newfound skills to automate similar tasks. Don't spend your time doing work a well-trained monkey could do. Even if you've never written a line of code, you can make your computer do the grunt work. Learn how in Automate the Boring Stuff with Python, 2nd Edition. **PDF Hacks 100 Industrial-Strength Tips & Tools "O'Reilly Media, Inc."** Shows readers how to create PDF documents that are far more powerful than simple representations of paper pages, helps them get around common PDF issues, and introduces them to tools that will allow them to manage content in PDF, navigating it and reusing it as necessary. Original. (Intermediate). **Developing with PDF Dive Into the Portable Document Format "O'Reilly Media, Inc."** PDF is becoming the standard for digital documents worldwide, but it's not easy to learn on your own. With capabilities that let you use a variety of images and text, embed audio and video, and provide links and navigation, there's a lot to explore. This practical guide helps you understand how to work with PDF to construct your own documents, troubleshoot problems, and even build your own tools. You'll also find best practices for producing, manipulating, and consuming PDF documents. In addition, this highly approachable reference will help you navigate the official (and complex) ISO documentation. Learn how to combine PDF objects into a cohesive whole Use PDF's imaging model to create vector and raster graphics Integrate text, and become familiar with fonts and glyphs Provide navigation within and between documents Use annotations to overlay or incorporate additional content Build interactive forms with the Widget annotation Embed related files such as multimedia, 3D content, and XML files Use optional content to enable non-printing graphics Tag content with HTML-like structures, including paragraphs and tables **R Markdown The Definitive Guide CRC Press** R Markdown: The Definitive Guide is the first official book authored by the core R Markdown developers that provides a comprehensive and accurate reference to the R Markdown ecosystem. With R Markdown, you can easily create reproducible data analysis reports, presentations, dashboards, interactive applications, books, dissertations, websites, and journal articles, while enjoying the simplicity of Markdown and the great power of R and other languages. In this book, you will learn Basics: Syntax of Markdown and R code chunks, how to generate figures and tables, and how to use other computing languages Built-in output formats of R Markdown: PDF/HTML/Word/RTF/Markdown documents and ioslides/Slidy/Beamer/PowerPoint presentations Extensions and applications: Dashboards, Tufte handouts, xaringan/reveal.js presentations, websites, books, journal articles, and interactive tutorials Advanced topics: Parameterized reports, HTML widgets, document templates, custom output formats, and Shiny documents. Yihui Xie is a software engineer at RStudio. He has authored and co-authored several R packages, including knitr, rmarkdown, bookdown, blogdown, shiny, xaringan, and animation. He has published three other books, Dynamic Documents with R and knitr, bookdown: Authoring Books and Technical Documents with R Markdown, and blogdown: Creating Websites with R Markdown. J.J. Allaire is the founder of RStudio and the creator of the RStudio IDE. He is an author of several packages in the R Markdown ecosystem including rmarkdown, flexdashboard, learnr, and radix. Garrett Grolemund is the co-author of R for Data Science and author of Hands-On Programming with R. He wrote the lubridate R package and works for RStudio as an advocate who trains engineers to do data science with R and the Tidyverse. **Python Basics A Practical Introduction to Python 3 Real Python (Realpython.Com)** Make the Leap From Beginner to Intermediate in Python... Python Basics: A Practical Introduction to Python 3 Your Complete Python Curriculum-With Exercises, Interactive Quizzes, and Sample Projects What should you learn about Python in the beginning to get a strong foundation? With Python Basics, you'll not only cover the core concepts you really need to know, but you'll also learn them in the most efficient order with the

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Impact Evaluation in Practice, Second Edition World Bank Publications The second edition of the Impact Evaluation in Practice handbook is a comprehensive and accessible introduction to impact evaluation for policy makers and development practitioners. First published in 2011, it has been used widely across the development and academic communities. The book incorporates real-world examples to present practical guidelines for designing and implementing impact evaluations. Readers will gain an understanding of impact evaluations and the best ways to use them to design evidence-based policies and programs. The updated version covers the newest techniques for evaluating programs and includes state-of-the-art implementation advice, as well as an expanded set of examples and case studies that draw on recent development challenges. It also includes new material on research ethics and partnerships to conduct impact evaluation. The handbook is divided into four sections: Part One discusses what to evaluate and why; Part Two presents the main impact evaluation methods; Part Three addresses how to manage impact evaluations; Part Four reviews impact evaluation sampling and data collection. Case studies illustrate different applications of impact evaluations. The book links to complementary instructional material available online, including an applied case as well as questions and answers. The updated second edition will be a valuable resource for the international development community, universities, and policy makers looking to build better evidence around what works in development.

SharePoint Server 2010 Enterprise Content Management John Wiley & Sons SharePoint experts focus on SharePoint 2010 as a platform for Enterprise Content Management SharePoint allows all users in an organization to manage and share their content reliably and securely. If you're interested in building Web sites using the new capabilities of enterprise content management (ECM) in SharePoint 2010, then this book is for you. You'll discover how SharePoint 2010 spans rich document management, records management, business process management and web content management in a seamless way to manage and share content. The team of SharePoint experts discusses the ECM capabilities included in SharePoint Server 2010 that will assist with your workflow and content management. They cover Web content management (WCM) features and discuss accessibility and extensibility as well as scale and compliance. Shows how to use the capabilities of enterprise content management (ECM) to build Web sites Covers SharePoint 2010 ECM features and WCM (Web Content Management) features Reviews workflow and content management, mater pages and layouts, scale and compliance, and accessibility and extensibility Features real-world examples and code samples to help with your learning process Packed with code examples and real-world scenarios, this comprehensive book provides you with the information you need to get started using ECM with SharePoint 2010 today.

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Introduction to Information Retrieval Cambridge University Press Class-tested and coherent, this textbook teaches classical and web information retrieval, including web search and the related areas of text classification and text clustering from basic concepts. It gives an up-to-date treatment of all

aspects of the design and implementation of systems for gathering, indexing, and searching documents; methods for evaluating systems; and an introduction to the use of machine learning methods on text collections. All the important ideas are explained using examples and figures, making it perfect for introductory courses in information retrieval for advanced undergraduates and graduate students in computer science. Based on feedback from extensive classroom experience, the book has been carefully structured in order to make teaching more natural and effective. Slides and additional exercises (with solutions for lecturers) are also available through the book's supporting website to help course instructors prepare their lectures. **Deep Learning MIT Press** An introduction to a broad range of topics in deep learning, covering mathematical and conceptual background, deep learning techniques used in industry, and research perspectives. "Written by three experts in the field, Deep Learning is the only comprehensive book on the subject." —Elon Musk, cochair of OpenAI; cofounder and CEO of Tesla and SpaceX Deep learning is a form of machine learning that enables computers to learn from experience and understand the world in terms of a hierarchy of concepts. Because the computer gathers knowledge from experience, there is no need for a human computer operator to formally specify all the knowledge that the computer needs. The hierarchy of concepts allows the computer to learn complicated concepts by building them out of simpler ones; a graph of these hierarchies would be many layers deep. This book introduces a broad range of topics in deep learning. The text offers mathematical and conceptual background, covering relevant concepts in linear algebra, probability theory and information theory, numerical computation, and machine learning. It describes deep learning techniques used by practitioners in industry, including deep feedforward networks, regularization, optimization algorithms, convolutional networks, sequence modeling, and practical methodology; and it surveys such applications as natural language processing, speech recognition, computer vision, online recommendation systems, bioinformatics, and videogames. Finally, the book offers research perspectives, covering such theoretical topics as linear factor models, autoencoders, representation learning, structured probabilistic models, Monte Carlo methods, the partition function, approximate inference, and deep generative models. Deep Learning can be used by undergraduate or graduate students planning careers in either industry or research, and by software engineers who want to begin using deep learning in their products or platforms. 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It is hoped therefore that this book will be invaluable to all those who want to understand the role of systematic reviews, critically appraise published reviews or perform reviews themselves. **Ubuntu Unleashed 2015 Edition Covering 14.10 and 15.04 Sams Publishing** Ubuntu Unleashed 2015 Edition is filled with unique and advanced information for everyone who wants to make the most of the Linux-based Ubuntu operating system. This new edition has been thoroughly revised and updated by a long-time Ubuntu community leader to reflect the exciting new Ubuntu 14.10 while including tons of information that will continue to apply to future editions. Former Ubuntu Forum administrator Matthew Helmke covers all you need to know about Ubuntu 14.10 installation, configuration, productivity, multimedia, development, system administration, server operations, networking, virtualization, security, DevOps, and more—including intermediate-to-advanced techniques you won't find in any other book. Helmke presents up-to-the-minute introductions to Ubuntu's key productivity and Web development tools, programming languages, hardware support, and more. You'll find new or improved coverage of Ubuntu's Unity interface, various types of servers, software repositories, database options, virtualization and cloud services, development tools, monitoring, troubleshooting, Ubuntu's push into mobile and other touch screen devices, and much more. Detailed information on how to... 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If you're interested in developing web applications, analyzing multilingual news sources, or documenting endangered languages -- or if you're simply curious to have a programmer's perspective on how human language works -- you'll find Natural Language Processing with Python both fascinating and immensely useful. **PDF Explained The ISO Standard for Document Exchange "O'Reilly Media, Inc."** At last, here's an approachable introduction to the widely used Portable Document Format. PDFs are everywhere, both online and in printed form, but few people take advantage of the useful features or grasp the nuances of this format. This concise book provides a hands-on tour of the world's leading page-description language for programmers, power users, and professionals in the search, electronic publishing, and printing industries. Illustrated with lots of examples, this book is the documentation you need to fully understand PDF. 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With a thorough examination of the ways in which both everyday and cutting-edge technologies can be used to inform and enhance traditional methods, this book brings together ideology from the academic world and pragmatic, concrete examples to show how fieldwork, theory and technology fit together today as never before. Covering a history of the rise of computer use in archaeology as well as a thorough assessment of a number of high profile examples such as the Ferrybridge Chariot, this book shows how new technologies have been implemented into both theory and method as an integral part of the archaeological process. With contributions from renowned experts, experienced professionals and emerging names in the field, this unique, forward-thinking book brings together previously disparate aspects of archaeology in a new holistic approach to the study of the past. A companion website is also available to allow further study of the images included. **My COMPUTeacher, The Computer Book for Everyone Lulu.com** No matter what your background is, this book has something to offer. From computer basic concepts to online productivity, and from basic drawing to movie editing, this book provides an insight to a wide variety of computer programs. Whether you would like to read more about software to increase your productivity or just for fun, this book is for you. The

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Immunisation against infectious diseases The Stationery Office This is the third edition of this publication which contains the latest information on vaccines and vaccination procedures for all the vaccine preventable infectious diseases that may occur in the UK or in travellers going outside of the UK, particularly those immunisations that comprise the routine immunisation programme for all children from birth to adolescence. It is divided into two sections: the first section covers principles, practices and procedures, including issues of consent, contraindications, storage, distribution and disposal of vaccines, surveillance and monitoring, and the Vaccine Damage Payment Scheme; the second section covers the range of different diseases and vaccines.

AutoCAD For Dummies John Wiley & Sons Simple steps for creating AutoCAD drawings. AutoCAD is the ubiquitous tool used by engineers, architects, designers, and urban planners to put their ideas on paper. It takes some AutoCAD know-how to go from a brilliant idea to a drawing that properly explains how brilliant your idea is. AutoCAD For Dummies helps you de-mystify the handy software and put the tools in AutoCAD to use. Written by an experienced AutoCAD engineer and mechanical design instructor, it assumes no previous computer-aided drafting experience as it walks you through the basics of starting projects and drawing straight lines all the way up through 3D modeling. Conquer the first steps in creating an AutoCAD project. Tackle drawing basics including straight lines and curves. Add advanced skills including 3D drawing and modeling. Set up a project and move into 3D. It's true that AutoCAD is tough, but with the friendly instruction in this hands-on guide, you'll find everything you need to start creating marvelous models—without losing your cool.

Network World 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.

Python Crash Course A Hands-On, Project-Based Introduction to Programming No Starch Press Learn Python—Fast! Python Crash Course is a fast-paced, thorough introduction to Python that will have you writing programs, solving problems, and making things that work in no time. In the first half of the book, you'll learn about basic programming concepts, such as lists, dictionaries, classes, and loops, and practice writing clean and readable code with exercises for each topic. You'll also learn how to make your programs interactive and how to test your code safely before adding it to a project. In the second half of the book, you'll put your new knowledge into practice with three substantial projects: a Space Invaders-inspired arcade game, data visualizations with Python's super-handly libraries, and a simple web app you can deploy online. As you work through Python Crash Course you'll learn how to:

- *Use powerful Python libraries and tools, including matplotlib, NumPy, and Pygal
- *Make 2D games that respond to keypresses and mouse clicks, and that grow more difficult as the game progresses
- *Work with data to generate interactive visualizations
- *Create and customize Web apps and deploy them safely online
- *Deal with mistakes and errors so you can solve your own programming problems

If you've been thinking seriously about digging into programming, Python Crash Course will get you up to speed and have you writing real programs fast. Why wait any longer? Start your engines and code! Uses Python 2 and 3

YOUNGSTERS GUIDE V&S Publishers We have moved one step ahead in the arena of student and job-oriented books with the CCL, by enhancing our proven pedagogy to bring together the collective knowledge and wisdom of the world of computers. Books published under this series are specifically designed to engage readers, improve computer skills, and prepare themselves for future success. This comprehensive series with step-by-step instructions and relevant screenshots throughout the text enables readers to have a better understanding of computers. Written in simple and lucid language, without technical jargons, each book of this series is accompanied by an interactive CD/DVD with video tutorials. This is one book that covers everything a beginner needs to know about computers. You will learn things like setting up a new computer; connecting to the Internet; working with digital media; burning custom CDs; watching movies; using Microsoft Office and other popular software; setting up home networks; keeping PCs running reliably; and protecting them from spam, viruses, and spyware, etc. Packed with relevant screenshots and illustrations, the book is easy to follow, never intimidating, and always helpful. It is an indispensable book for the PC novice.

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