

OpenGL 4 Shading Language Cookbook Second Edition

[OpenGL 4 Shading Language Cookbook, Second Edition](#) **OpenGL 4.0 Shading Language Cookbook** **OpenGL 4 Shading Language Cookbook** **ElasticSearch Cookbook - Second Edition** **Modern Python Cookbook - Second Edition** *PrimeFaces Cookbook - Second Edition* *Hadoop MapReduce v2 Cookbook - Second Edition* **Book2 English - French for Beginners** *Regular Expressions Cookbook* *IPython Interactive Computing and Visualization Cookbook* **Odoo 11 Development Cookbook - Second Edition** *The Rust Programming Language (Covers Rust 2018)* **Modern C++ Programming Cookbook - Second Edition** **Clojure Data Analysis Cookbook - Second Edition** *Chef Infrastructure Automation Cookbook - Second Edition* **R Cookbook** *Selenium Testing Tools Cookbook* **BearCity Graphics Shaders** *Visual Studio 2015 Cookbook - Second Edition* **R Cookbook Multithreading with C# Cookbook Second Edition** **OpenGL Data Visualization Cookbook** *Certain Personal Matters Go Programming Cookbook* *Chinese-Japanese Cook Book* **English Language Cookbooks, 1600-1973** *From Recollection to Recipe* *OpenGL - Build high performance graphics* **Arduino Cookbook** *Foreign Language - How to Use Modern Technology to Effectively Learn Foreign Languages* *Modern C++ Programming Cookbook* **Microsoft Azure Development Cookbook Second Edition** **Node Cookbook: Second Edition** **PostgreSQL 9 Administration Cookbook - Second Edition** *OpenCV Computer Vision Application Programming Cookbook Second Edition* **Poetry of a Mountain Man** *Python GUI Programming Cookbook - Second Edition* **OpenVPN Cookbook - Second Edition** *Five Meters of Time*

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Modern Python Cookbook - Second Edition Jun 29 2022

Modern C++ Programming Cookbook - Second Edition Oct 22 2021 Over 100 recipes to help you overcome your difficulties with C++ programming and gain a deeper understanding of the working of modern C++ Key Features Explore the most important language and library features of C++17, including containers, algorithms, regular expressions, threads, and more, Get going with unit testing frameworks Boost.Test, Google Test and Catch, Extend your C++ knowledge and take your development skills to new heights by making your applications fast, robust, and scalable. Book Description C++ is one of the most widely used programming languages. Fast, efficient, and flexible, it is used to solve many problems. The latest versions of C++ have seen programmers change the way they code, giving up on the old-fashioned C-style programming and adopting modern C++ instead. Beginning with the modern language features, each recipe addresses a specific problem, with a discussion that explains the solution and offers insight into how it works. You will learn major concepts about the core programming language as well as common tasks faced while building a wide variety of software. You will learn about concepts such as concurrency, performance, meta-programming, lambda expressions, regular expressions, testing, and many more in the form of recipes. These recipes will ensure you can make your applications robust and fast. By the end of the book, you will understand the newer aspects of C++11/14/17 and will be able to overcome tasks that are time-consuming or would break your stride while developing. What you will learn Get to know about the new core language features and the problems they were intended to solve Understand the standard support for threading and concurrency and know how to put them on work for daily basic tasks Leverage C++'s features to get increased robustness and performance Explore the widely-used testing frameworks for C++ and implement various useful patterns and idioms Work with various types of strings and look at the various aspects of compilation Explore functions and callable objects with a focus on modern features Leverage the standard library and work with containers, algorithms, and iterators Use regular expressions for find and replace string operations Take advantage of the new filesystem library to work with files and directories Use the new utility additions to the standard library to solve common problems developers encounter including string_view, any, optional and variant types Who this book is for If you want to overcome difficult phases of development with C++ and leverage its features using modern programming practices, then this book is for you. The book is designed for both experienced C++ programmers as well as people with strong knowledge of OOP concepts.

OpenGL 4.0 Shading Language Cookbook Oct 02 2022 Over 60 highly focused, practical recipes to maximize your OpenGL Shading language use.

Graphics Shaders Apr 15 2021 Programmable graphics shaders, programs that can be downloaded to a graphics processor (GPU) to carry out operations outside the fixed-function pipeline of earlier standards, have become a key feature of computer graphics. This book is designed to open computer graphics shader programming to the student, whether in a traditional class or on their own. It is intended to complement texts based on fixed-function graphics APIs, specifically OpenGL. It introduces shader programming in general, and specifically the GLSL shader language. It also introduces a flexible, easy-to-use tool, glman, that helps you develop, test, and tune shaders outside an application that would use them.

Python GUI Programming Cookbook - Second Edition Aug 27 2019 Over 80 object-oriented recipes to help you create amazing GUIs in Python About This Book* Based on the latest version of Python, 3.6* Carefully organized instructions to solve problems efficiently* Solutions that can be applied to solve real-world problems Who This Book Is For This book is for intermediate Python programmers who wish to enhance their Python skills by writing powerful GUIs in Python. As Python is such a great and easy to learn language, this book is also ideal for any developer with experience of other languages and enthusiasm to expand their horizon. What you will learn* Create the GUI Form and add widgets* Arrange the widgets using layout managers* Use object-oriented programming to create GUIs* Create Matplotlib charts* Use threads and talking to networks* Talk to a MySQL database via the GUI* Perform unit-testing and internationalizing the GUI* Extend the GUI with third-party graphical libraries* Get to know the best practices to create GUIs In Detail Explore the beautiful world of GUI development using the Python programming language. You will learn how easy it is to get started and you might be surprised how advanced you can become in just a short time of coding. GUI development using Python is not a very well-known subject. The built-in tkinter GUI framework was limited, but with the latest versions of Python 3 and tkinter, all of this has dramatically changed. This book will guide you from the very basics of creating a fully functional GUI in Python with only a few lines of code. Each and every recipe adds more widgets to the GUIs we are creating. While the cookbook recipes all stand on their own, there is a common theme running through all of them. As our GUIs keep expanding, using more and more widgets, we start to talk to networks, databases, and graphical libraries that greatly enhance our GUI's functionality. *Selenium Testing Tools Cookbook* Jun 17 2021 This is a cookbook packed with code examples and step-by-step instructions to ease your learning curve. This book is intended for software quality assurance/testing

professionals, software project managers, or software developers with prior experience in using Selenium and Java for testing web-based applications. This book also provides examples for C#, Python, and Ruby users.

R Cookbook Jul 19 2021 Perform data analysis with R quickly and efficiently with more than 275 practical recipes in this expanded second edition. The R language provides everything you need to do statistical work, but its structure can be difficult to master. These task-oriented recipes make you productive with R immediately. Solutions range from basic tasks to input and output, general statistics, graphics, and linear regression. Each recipe addresses a specific problem and includes a discussion that explains the solution and provides insight into how it works. If you're a beginner, R Cookbook will help get you started. If you're an intermediate user, this book will jog your memory and expand your horizons. You'll get the job done faster and learn more about R in the process. Create vectors, handle variables, and perform basic functions Simplify data input and output Tackle data structures such as matrices, lists, factors, and data frames Work with probability, probability distributions, and random variables Calculate statistics and confidence intervals and perform statistical tests Create a variety of graphic displays Build statistical models with linear regressions and analysis of variance (ANOVA) Explore advanced statistical techniques, such as finding clusters in your data

Five Meters of Time Jun 25 2019 What happens if the world unexpectedly stands still for a moment? If, just like that, you are given a bit of time by sheer luck? This is exactly what happens in one of the biggest and busiest cities of the world, as a small snail crosses the street and makes traffic stop for half a day. A book about things that you always wanted to do but never had the time for. Reviews"charming"-Kirkus Reviews"A proposal to improve the world"-Westfälische Nachrichten"humorous"-Ehrensens"interesting not just in its story or its message, but also in how it delivers that message. The colors and backgrounds have a rich sense of texture, unlike the majority of children's books."-ForeWord Clarion Reviews"fabulous"-Spiegel Online"A creative bedtime story, which is also suitable for stressed adults. [...] In the bustle of the city, the animals seize the moment and become aware of how beautiful life can be without stress and hustle."-Designers in Action"sets out to demonstrate what can happen when we're true to ourselves, when we seize our day, when we live in the present, when we actually feel and enjoy the weather, when we are spontaneous, when we break from routine, when we defy expectation, and how these rather small acts of joy can inspire others"-Amazon.com Customer Review"beautiful"-Geizkragen"The story of a little snail who triggers big changes."-Münstersche Zeitung

Node Cookbook: Second Edition Jan 01 2020 In Node Cookbook Second Edition, each chapter focuses on a different aspect of working with Node. Following a Cookbook structure, the recipes are written in an easy-to-understand language. Readers will find it easier to grasp even the complex recipes which are backed by lots of illustrations, tips, and hints. If you have some knowledge of JavaScript and want to build fast, efficient, scalable client-server solutions, then Node Cookbook Second Edition is for you. Knowledge of Node will be an advantage but is not required. Experienced users of Node will be able to improve their skills.

Arduino Cookbook May 05 2020 Presents an introduction to the open-source electronics prototyping platform.

ElasticSearch Cookbook - Second Edition Jul 31 2022 If you are a developer who implements ElasticSearch in your web applications and want to sharpen your understanding of the core elements and applications, this is the book for you. It is assumed that you've got working knowledge of JSON and, if you want to extend ElasticSearch, of Java and related technologies.

Python Interactive Computing and Visualization Cookbook Jan 25 2022 Intended to anyone interested in numerical computing and data science: students, researchers, teachers, engineers, analysts, hobbyists... Basic knowledge of Python/NumPy is recommended. Some skills in mathematics will help you understand the theory behind the computational methods.

OpenCV Computer Vision Application Programming Cookbook Second Edition Oct 29 2019 OpenCV 3 Computer Vision Application Programming Cookbook is appropriate for novice C++ programmers who want to learn how to use the OpenCV library to build computer vision applications. It is also suitable for professional software developers wishing to be introduced to the concepts of computer vision programming. It can also be used as a companion book in a university-level computer vision courses. It constitutes an excellent reference for graduate students and researchers in image processing and computer vision.

Chef Infrastructure Automation Cookbook - Second Edition Aug 20 2021 This book is for system engineers and administrators who have a fundamental understanding of information management systems and infrastructure. It helps if you've already played around with Chef; however, this book covers all the important topics you will need to know. If you don't want to dig through a whole book before you can get started, this book is for you, as it features a set of independent recipes you can try out immediately.

Certain Personal Matters Nov 10 2020 This early edition of H.G. Wells features the author's amusing commentary and opinion about the customs and issues of his time.

R Cookbook Feb 11 2021 With more than 200 practical recipes, this book helps you perform data analysis with R quickly and efficiently. The R language provides everything you need to do statistical work, but its structure can be difficult to master. This collection of concise, task-oriented recipes makes you productive with R immediately, with solutions ranging from basic tasks to input and output, general statistics, graphics, and linear regression. Each recipe addresses a specific problem, with a discussion that explains the solution and offers insight into how it works. If you're a beginner, R Cookbook will help get you started. If you're an experienced data programmer, it will jog your memory and expand your horizons. You'll get the job done faster and learn more about R in the process. Create vectors, handle variables, and perform other basic functions Input and output data Tackle data structures such as matrices, lists, factors, and data frames Work with probability, probability distributions, and random variables Calculate statistics and confidence intervals, and perform statistical tests Create a variety of graphic displays Build statistical models with linear regressions and analysis of variance (ANOVA) Explore advanced statistical techniques, such as finding clusters in your data "Wonderfully readable, R Cookbook serves not only as a solutions manual of sorts, but as a truly enjoyable way to explore the R language—one practical example at a time."—Jeffrey Ryan, software consultant and R package author

Modern C++ Programming Cookbook Mar 03 2020 A pragmatic recipe book for acquiring a comprehensive understanding of the complexities and core fundamentals of C++ programming Key FeaturesExplore the latest language and library features of C++20 such as modules, coroutines, concepts, and rangesShed new light on the core concepts in C++ programming, including functions, algorithms, threading, and concurrency, through practical self-contained recipesLeverage C++ features like smart pointers, move semantics, constexpr, and more for increased robustness and performanceBook Description C++ has come a long way to be one of the most widely used general-purpose languages that is fast, efficient, and high-performance at its core. The updated second edition of Modern C++ Programming Cookbook addresses the latest features of C++20, such as modules, concepts, coroutines, and the many additions to the standard library, including ranges and text formatting. The book is organized in the form of practical recipes covering a wide range of problems faced by modern developers. The book also delves into the details of all the core concepts in modern C++ programming, such as functions and classes, iterators and algorithms, streams and the file system, threading and concurrency, smart pointers and move semantics, and many others. It goes into the performance aspects of programming in depth, teaching developers how to write fast and lean code with the help of best practices. Furthermore, the book explores useful patterns and delves into the implementation of many idioms, including pimpl, named parameter, and attorney-client, teaching techniques such as avoiding repetition with the factory pattern. There is also a chapter dedicated to unit testing, where you are introduced to three of the most widely used libraries for C++: Boost.Test, Google Test, and Catch2. By the end of the book, you will be able to effectively leverage the features and techniques of C++11/14/17/20 programming to enhance the performance, scalability, and efficiency of your applications. What you will learnUnderstand the new C++20 language and library features and the problems they solveBecome skilled at using the standard support for threading and concurrency for daily tasksLeverage the standard library and work with containers, algorithms, and iteratorsSolve text searching and replacement problems using regular expressionsWork with different types of strings and learn the various aspects of compilationTake advantage of the file system library to work with files and directoriesImplement various useful patterns and idiomsExplore the widely used testing frameworks for C++Who this book is for The book is designed for entry- or medium-level C++ programmers who have a basic knowledge of C++ and want to master the language and become prolific modern C++ developers. Experienced C++ programmers can leverage this book to strengthen their command of

C++ and find a good reference to many language and library features of C++11/14/17/20.

Multithreading with C# Cookbook Second Edition Jan 13 2021 Over 70 recipes to get you writing powerful and efficient multithreaded, asynchronous, and parallel programs in C# 6.0 About This Book- Rewritten and updated to take advantage of the latest C# 6 features- Learn about multithreaded, asynchronous, and parallel programming through hands-on, code-first examples- Use these recipes to build fast, scalable, and reliable applications in C# Who This Book Is For This book is aimed at those who are new to multithreaded programming, and who are looking for a quick and easy way to get started. It is assumed that you have some experience in C# and .NET already, and you should also be familiar with basic computer science terminology and basic algorithms and data structures. What You Will Learn- Use C# 6.0 asynchronous language features- Work with raw threads, synchronize threads, and coordinate their work- Develop your own asynchronous API with Task Parallel Library- Work effectively with a thread pool- Scale up your server application with I/O threads- Parallelize your LINQ queries with PLINQ- Use common concurrent collections- Apply different parallel programming patterns- Use Reactive Extensions to run asynchronous operations and manage their options In Detail Multi-core processors are synonymous with computing speed and power in today's world, which is why multithreading has become a key concern for C# developers. Multithreaded code helps you create effective, scalable, and responsive applications. This is an easy-to-follow guide that will show you difficult programming problems in context. You will learn how to solve them with practical, hands-on, recipes. With these recipes, you'll be able to start creating your own scalable and reliable multithreaded applications. Starting from learning what a thread is, we guide you through the basics and then move on to more advanced concepts such as task parallel libraries, C# asynchronous functions, and much more. Rewritten to the latest C# specification, C# 6, and updated with new and modern recipes to help you make the most of the hardware you have available, this book will help you push the boundaries of what you thought possible in C#. Style and approach This is an easy-to-follow guide full of hands-on examples of real-world multithreading tasks. Each topic is explained and placed in context, and for the more inquisitive, there are also more in-depth details of the concepts used.

OpenGL 4 Shading Language Cookbook Sep 01 2022 Over 70 recipes that cover advanced techniques for 3D programming such as lighting, shading, textures, particle systems, and image processing with OpenGL 4.6 Key Features Explore techniques for implementing shadows using shadow maps and shadow volumes Learn to use GLSL features such as compute, geometry, and tessellation shaders Use GLSL to create a wide variety of modern, realistic visual effects Book Description OpenGL 4 Shading Language Cookbook, Third Edition provides easy-to-follow recipes that first walk you through the theory and background behind each technique, and then proceed to showcase and explain the GLSL and OpenGL code needed to implement them. The book begins by familiarizing you with beginner-level topics such as compiling and linking shader programs, saving and loading shader binaries (including SPIR-V), and using an OpenGL function loader library. We then proceed to cover basic lighting and shading effects. After that, you'll learn to use textures, produce shadows, and use geometry and tessellation shaders. Topics such as particle systems, screen-space ambient occlusion, deferred rendering, depth-based tessellation, and physically based rendering will help you tackle advanced topics. OpenGL 4 Shading Language Cookbook, Third Edition also covers advanced topics such as shadow techniques (including the two of the most common techniques: shadow maps and shadow volumes). You will learn how to use noise in shaders and how to use compute shaders. The book provides examples of modern shading techniques that can be used as a starting point for programmers to expand upon to produce modern, interactive, 3D computer-graphics applications. What you will learn Compile, debug, and communicate with shader programs Use compute shaders for physics, animation, and general computing Learn about features such as shader storage buffer objects and image load/store Utilize noise in shaders and learn how to use shaders in animations Use textures for various effects including cube maps for reflection or refraction Understand physically based reflection models and the SPIR-V Shader binary Learn how to create shadows using shadow maps or shadow volumes Create particle systems that simulate smoke, fire, and other effects Who this book is for If you are a graphics programmer looking to learn the GLSL shading language, this book is for you. A basic understanding of 3D graphics and programming experience with C++ are required.

Clojure Data Analysis Cookbook - Second Edition Sep 20 2021 This book is for those with a basic knowledge of Clojure, who are looking to push the language to excel with data analysis.

The Rust Programming Language (Covers Rust 2018) Nov 22 2021 The official book on the Rust programming language, written by the Rust development team at the Mozilla Foundation, fully updated for Rust 2018. The Rust Programming Language is the official book on Rust: an open source systems programming language that helps you write faster, more reliable software. Rust offers control over low-level details (such as memory usage) in combination with high-level ergonomics, eliminating the hassle traditionally associated with low-level languages. The authors of The Rust Programming Language, members of the Rust Core Team, share their knowledge and experience to show you how to take full advantage of Rust's features--from installation to creating robust and scalable programs. You'll begin with basics like creating functions, choosing data types, and binding variables and then move on to more advanced concepts, such as:

- Ownership and borrowing, lifetimes, and traits
- Using Rust's memory safety guarantees to build fast, safe programs
- Testing, error handling, and effective refactoring
- Generics, smart pointers, multithreading, trait objects, and advanced pattern matching
- Using Cargo, Rust's built-in package manager, to build, test, and document your code and manage dependencies
- How best to use Rust's advanced compiler with compiler-led programming techniques

You'll find plenty of code examples throughout the book, as well as three chapters dedicated to building complete projects to test your learning: a number guessing game, a Rust implementation of a command line tool, and a multithreaded server. New to this edition: An extended section on Rust macros, an expanded chapter on modules, and appendixes on Rust development tools and editions.

Poetry of a Mountain Man Sep 28 2019 A collection of poetry written over a 30 year period in classic poetry style. Poetry was a kind of release, and a way to express my feelings on matters in life. I sincerely hope something in this little book of poetry touches you.

Chinese-Japanese Cook Book Sep 08 2020 Published originally in 1914, this is the first Asian cookbook published in America. The fascinating new introduction by Asian cooking authority Jacqueline M. Newman reveals the trickery at play from the two sisters of Anglo-Chinese descent who wrote the book. The Chinese recipes are simple Chinese-American ones using ordinary ingredients. Many are for chop suey and chow mein using lots of celery, bean sprouts, and gravy. The Japanese meat and fish recipes are also simple even though several use rabbit, pheasant, venison, pigeon, even whale; the vegetable dishes are more Chinese than Japanese. Desserts straddle both cuisines. This book marks the beginning of the interest in Asian cuisine in America, and it is notable, almost 100 years later, to see the way authenticity had been edited for both the public and the author's purposes.

English Language Cookbooks, 1600-1973 Aug 08 2020

OpenGL - Build high performance graphics Jun 05 2020 Gain proficiency with OpenGL and build compelling graphics for your games and applications About This Book Get to grips with a wide range of techniques for implementing shadows using shadow maps, shadow volumes, and more Explore interactive, real-time visualizations of large 2D and 3D datasets or models, including the use of more advanced techniques such as stereoscopic 3D rendering Create stunning visuals on the latest platforms including mobile phones and state-of-the-art wearable computing devices Who This Book Is For The course is appropriate for anyone who wants to develop the skills and techniques essential for working with OpenGL to develop compelling 2D and 3D graphics. What You Will Learn Off-screen rendering and environment mapping techniques to render mirrors Shadow mapping techniques, including variance shadow mapping Implement a particle system using shaders Utilize noise in shaders Make use of compute shaders for physics, animation, and general computing Create interactive applications using GLFW to handle user inputs and the Android Sensor framework to detect gestures and motions on mobile devices Use OpenGL primitives to plot 2-D datasets (such as time series) dynamically Render complex 3D volumetric datasets with techniques such as data slicers and multiple viewpoint projection In Detail OpenGL is a fully functional, cross-platform API widely adopted across the industry

for 2D and 3D graphics development. It is mainly used for game development and applications, but is equally popular in a vast variety of additional sectors. This practical course will help you gain proficiency with OpenGL and build compelling graphics for your games and applications. OpenGL Development Cookbook - This is your go-to guide to learn graphical programming techniques and implement 3D animations with OpenGL. This straight-talking Cookbook is perfect for intermediate C++ programmers who want to exploit the full potential of OpenGL. Full of practical techniques for implementing amazing computer graphics and visualizations using OpenGL. OpenGL 4.0 Shading Language Cookbook, Second Edition - With Version 4, the language has been further refined to provide programmers with greater power and flexibility, with new stages such as tessellation and compute. OpenGL Shading Language 4 Cookbook is a practical guide that takes you from the fundamentals of programming with modern GLSL and OpenGL, through to advanced techniques. OpenGL Data Visualization Cookbook - This easy-to-follow, comprehensive Cookbook shows readers how to create a variety of real-time, interactive data visualization tools. Each topic is explained in a step-by-step format. A range of hot topics is included, including stereoscopic 3D rendering and data visualization on mobile/wearable platforms. By the end of this guide, you will be equipped with the essential skills to develop a wide range of impressive OpenGL-based applications for your unique data visualization needs. This Learning Path combines some of the best that Packt has to offer in one complete, curated package. It includes content from the following Packt products, OpenGL Development Cookbook by Muhammad Mobeen Movania, OpenGL 4.0 Shading Language Cookbook, Second Edition by David Wolff, OpenGL Data Visualization Cookbook by Raymond C. H. Lo, William C. Y. Lo Style and approach Full of easy-to-follow hands-on tutorials, this course teaches you to develop a wide range of impressive OpenGL-based applications in a step-by-step format.

PostgreSQL 9 Administration Cookbook - Second Edition Nov 30 2019 Through example-driven recipes, with plenty of code, focused on the most vital features of the latest PostgreSQL version (9.4), both administrators and developers will follow short, specific guides to understand and leverage useful Postgre functionalities to create better and more efficient databases.

Visual Studio 2015 Cookbook - Second Edition Mar 15 2021 Over 60 new and improved recipes to put VS2015 to work in your crucial development projects About This Book Covers all the new Visual Studio 2015 features regardless of your preferred programming language Recipes describe how to apply Visual Studio to all areas of development: writing, debugging, and application lifecycle maintenance Straightforward examples of building Windows and Android apps Who This Book Is For If you are a developer excited about the new features introduced in Visual Studio 2015, then no matter what your programming language of choice is, Visual Studio 2015 Cookbook is for you. You should have a good knowledge of working with previous versions of Visual Studio to benefit from the recipes in this book. What you will learn Customize the editor's new abilities to fit your development style Create apps for Windows Use Visual Studio to debug parallel and concurrent programs Integrate .NET Framework 4.6 effectively Put TypeScript to work in your web applications Develop modern C++11 with Visual Studio 2015 Protect and manage your source code with Team Foundation Server In Detail Visual Studio 2015 is the premier tool for developers targeting the Microsoft platform. Learning how to effectively use this technology can enhance your productivity while simplifying your most common tasks, allowing you more time to focus on your project. Visual Studio 2015 is packed with improvements that increase productivity, and this book walks you through each one in succession to help you smooth your workflow and get more accomplished. From customization and the interface to code snippets and debugging, the Visual Studio upgrade expands your options - and this book is your fast-track guide to getting on board quickly. Visual Studio 2015 Cookbook will introduce you to all the new areas of Visual Studio and how they can quickly be put to use to improve your everyday development tasks. With this book, you will learn not only what VS2015 offers, but what it takes to put it to work for your projects.

Book2 English - French for Beginners Mar 27 2022 book2is available in many languagesis ideal for beginnershas 100 short and easy chapterscorresponds to the European levels A1 and A2requires no prior knowledge of grammarcovers the basic vocabularyuses simple structures to help you learn a languagehelps you to speak complete sentences immediatelyapplies the latest memory researchAll downloads can be accessed at www.book2.de.The audio files are available free of charge at www.book2.de.Tip for learners: Do only one new chapter per day!Regularly repeat chapters you have already learned.

BearCity May 17 2021 Based on the award-winning feature-length movie, Bear City: The Novel follows the funny, romantic, and often dramatic adventures of a tight-knit pack of bears, cubs, and friends in New York City as they gear up for a big party weekend. A hirsute Sex and the City set in the "Bear" scene, this story brings together these men, their friends, tricks, and lovers, and a cast of colorful, hirsute characters. They experience comical mishaps, lusty and romantic encounters, and an impressive variety of male body types. Using satire and humor, the novel exposes their explores these men's self-image issues and pokes fun at aspects of urban gay lifestyles, all while celebrating the worldwide community of men who call themselves Bears.

Foreign Language - How to Use Modern Technology to Effectively Learn Foreign Languages Apr 03 2020 This book is a compilation of information about modern resources available to foreign language students. The purpose of this book is to help the reader to correctly select instructional materials and organize independent study of a foreign language. This edition contains recommendations for the use of both traditional methods as well as the latest multimedia technologies. The book gives great attention to vocabulary development - how to correctly study, review, and systematize foreign words. This book will help you determine the main goals and exercises associated with mastering a foreign language. These goals are always there. They simply need to be stated, analyzed, and ordered. In general, systemization and order are two of the main factors in mastering anything new, including foreign languages. When you understand what you want to achieve you will find it much easier to choose a path that will lead to success. Topical dictionary section. This book contains an English-Azerbaijani theme-based dictionary with 1,500 frequently used words that will help you develop basic vocabulary. The dictionary's content is organized by topic. The material is presented in three columns: source word, translation, and transcription. Each topic consists of 50 words grouped into small blocks. You can treat this dictionary as a model for creating your own unified word database. We're confident that this book will help you develop your own effective learning system and give you another boost in this useful and fascinating exercise - learning a foreign language

Go Programming Cookbook Oct 10 2020 Tackle the trickiest of problems in Go programming with this practical guide Key Features Develop applications for different domains using modern programming techniques Tackle common problems when it comes to parallelism, concurrency, and reactive programming in Go Work with ready-to-execute code based on the latest version of Go Book Description Go (or Golang) is a statically typed programming language developed at Google. Known for its vast standard library, it also provides features such as garbage collection, type safety, dynamic-typing capabilities, and additional built-in types. This book will serve as a reference while implementing Go features to build your own applications. This Go cookbook helps you put into practice the advanced concepts and libraries that Golang offers. The recipes in the book follow best practices such as documentation, testing, and vendoring with Go modules, as well as performing clean abstractions using interfaces. You'll learn how code works and the common pitfalls to watch out for. The book covers basic type and error handling, and then moves on to explore applications, such as websites, command-line tools, and filesystems, that interact with users. You'll even get to grips with parallelism, distributed systems, and performance tuning. By the end of the book, you'll be able to use open source code and concepts in Go programming to build enterprise-class applications without any hassle. What you will learn Work with third-party Go projects and modify them for your use Write Go code using modern best practices Manage your dependencies with the new Go module system Solve common problems encountered when dealing with backend systems or DevOps Explore the Go standard library and its uses Test, profile, and fine-tune Go applications Who this book is for If you're a web developer, programmer, or enterprise developer looking for quick solutions to common and not-so-common problems in Go programming, this book is for you. Basic knowledge of the Go language is assumed.

Regular Expressions Cookbook Feb 23 2022 Take the guesswork out of using regular expressions. With more than 140 practical recipes, this cookbook provides everything you need to solve a wide range of real-world problems. Novices will learn basic skills and tools, and programmers and experienced users will find a wealth of detail. Each recipe provides samples you can use right away. This revised edition covers the regular expression flavors used by C#, Java, JavaScript, Perl, PHP, Python, Ruby, and VB.NET. You'll learn powerful new tricks, avoid flavor-specific gotchas, and save valuable time with this huge library of practical solutions.

Learn regular expressions basics through a detailed tutorial Use code listings to implement regular expressions with your language of choice Understand how regular expressions differ from language to language Handle common user input with recipes for validation and formatting Find and manipulate words, special characters, and lines of text Detect integers, floating-point numbers, and other numerical formats Parse source code and process log files Use regular expressions in URLs, paths, and IP addresses Manipulate HTML, XML, and data exchange formats Discover little-known regular expression tricks and techniques

Odoo 11 Development Cookbook - Second Edition Dec 24 2021 Odoo is a full-featured open source ERP with a focus on extensibility. The flexibility and sustainability of open source is also a key selling point of Odoo. It is built on a powerful framework for rapid application development, both for back-end applications and front-end websites. The latest v10 has quite a few updates that will interest ...

PrimeFaces Cookbook - Second Edition May 29 2022 This book is for everybody who would like to learn modern Java web development based on PrimeFaces and is looking for a quick introduction to this matter. Prerequisites for this book are basic JSF, jQuery, and CSS skills.

OpenGL Data Visualization Cookbook Dec 12 2020 Over 35 hands-on recipes to create impressive, stunning visuals for a wide range of real-time, interactive applications using OpenGL About This Book Get acquainted with a set of fundamental OpenGL primitives and concepts that enable users to create stunning visuals of arbitrarily complex 2D and 3D datasets for many common applications Explore interactive, real-time visualization of large 2D and 3D datasets or models, including the use of more advanced techniques such as stereoscopic 3D rendering. Create stunning visuals on the latest platforms including mobile phones and state-of-the-art wearable computing devices Who This Book Is For This book is aimed at anyone interested in creating impressive data visualization tools using modern graphics hardware. Whether you are a developer, engineer, or scientist, if you are interested in exploring the power of OpenGL for data visualization, this book is for you. While familiarity with C/C++ is recommended, no previous experience with OpenGL is assumed. What You Will Learn Install, compile, and integrate the OpenGL pipeline into your own project Create interactive applications using GLFW to handle user inputs and the Android Sensor framework to detect gestures and motions on mobile devices Use OpenGL primitives to plot 2-D datasets such as time series dynamically Render complex 3D volumetric datasets with techniques such as data slicers and multiple viewpoint projection Render images, videos, and point cloud data from 3D range-sensing cameras using the OpenGL Shading Language (GLSL) Develop video see-through augmented reality applications on mobile devices with OpenGL ES 3.0 and OpenCV Visualize 3D models with meshes and surfaces using stereoscopic 3D technology In Detail OpenGL is a great multi-platform, cross-language, and hardware-accelerated graphics interface for visualizing large 2D and 3D datasets. Data visualization has become increasingly challenging using conventional approaches as datasets become larger and larger, especially with the Big Data evolution. From a mobile device to a sophisticated high-performance computing cluster, OpenGL libraries provide developers with an easy-to-use interface to create stunning visuals in 3D in real time for a wide range of interactive applications. This book provides a series of easy-to-follow, hands-on tutorials to create appealing OpenGL-based visualization tools with minimal development time. We will first illustrate how to quickly set up the development environment in Windows, Mac OS X, and Linux. Next, we will demonstrate how to visualize data for a wide range of applications using OpenGL, starting from simple 2D datasets to increasingly complex 3D datasets with more advanced techniques. Each chapter addresses different visualization problems encountered in real life and introduces the relevant OpenGL features and libraries in a modular fashion. By the end of this book, you will be equipped with the essential skills to develop a wide range of impressive OpenGL-based applications for your unique data visualization needs, on platforms ranging from conventional computers to the latest mobile/wearable devices. Style and approach This is an easy-to-follow, comprehensive Cookbook showing readers how to create an application with real-time, interactive data visualization in stereoscopic 3D. Each topic is explained in a step-by-step format. A range of hot topics is included, including data visualization on mobile and wearable platforms.

Hadoop MapReduce v2 Cookbook - Second Edition Apr 27 2022 If you are a Big Data enthusiast and wish to use Hadoop v2 to solve your problems, then this book is for you. This book is for Java programmers with little to moderate knowledge of Hadoop MapReduce. This is also a one-stop reference for developers and system admins who want to quickly get up to speed with using Hadoop v2. It would be helpful to have a basic knowledge of software development using Java and a basic working knowledge of Linux.

[From Recollection to Recipe](#) Jul 07 2020

[OpenGL 4 Shading Language Cookbook, Second Edition](#) Nov 03 2022 OpenGL Shading Language 4 Cookbook is a hands-on guide that gets straight to the point - actually creating graphics, instead of just theoretical learning. Each recipe is specifically tailored to satisfy your appetite for producing real-time 3-D graphics using the latest GLSL specification. This book is for OpenGL programmers looking to use the modern features of GLSL 4 to create real-time, three-dimensional graphics. Familiarity with OpenGL programming, along with the typical 3D coordinate systems, projections, and transformations is assumed. It can also be useful for experienced GLSL programmers who are looking to implement the techniques that are presented here.

OpenVPN Cookbook - Second Edition Jul 27 2019 Over 90 practical and exciting recipes that leverage the power of OpenVPN 2.4 to obtain a reliable and secure VPN About This Book* Master the skills of configuring, managing, and securing your VPN using the latest OpenVPN* Gain expertise in establishing IPv6 connections and understand PolarSSL using the latest version of OpenVPN* This book contains enticing recipes about OpenVPN functionalities that cater to mission critical applications Who This Book Is For This book is for system administrators who have a basic knowledge of OpenVPN and are eagerly waiting to build, secure, and manage VPNs using the latest version. This book assumes some prior knowledge of TCP/IP networking and OpenVPN and you must have network administration skills to get the most out of this book. What You Will Learn* Determine the best type of OpenVPN setup for your networking needs* Get to grips with the encryption, authentication, and certifications features of OpenSSL* Integrate an OpenVPN server into the local IT infrastructure with the scripting features of OpenVPN* Ease the integration of Windows clients into the VPN using Windows-specific client-side configuration* Understand the authentication plugins for PAM and LDAP* Get to know the difference between TUN-style and TAP-style networks and when to use what* Troubleshoot your VPN setup* Establish a connection via IPv6 along with demonstrations In Detail OpenVPN provides an extensible VPN framework that has been designed to ease site-specific customization, such as providing the capability to distribute a customized installation package to clients, and supporting alternative authentication methods via OpenVPN's plugin module interface. This is an update to OpenVPN 2 Cookbook and is based on OpenVPN 2.4. This book provides you with many different recipes to help you set up, monitor, and troubleshoot an OpenVPN network. You will learn to configure a scalable, load-balanced VPN server farm that can handle thousands of dynamic connections from incoming VPN clients. You will also get to grips with the encryption, authentication, security, extensibility, and certifications features of OpenSSL. You will also get an understanding of IPv6 support and will get a demonstration of how to establish a connection via IPv4. This book will explore all the advanced features of OpenVPN and even some undocumented options, covering all the common network setups such as point-to-point networks and multi-client TUN-style and TAP-style networks. Finally, you will learn to manage, secure, and troubleshoot your virtual private networks using OpenVPN 2.4.

Microsoft Azure Development Cookbook Second Edition Jan 31 2020 If you are an architect, this book will help you make the correct decisions about which Azure building blocks to use. If you are a developer, this book will help you understand how to use them appropriately, and if you are a .NET developer, this book is a pure delight.