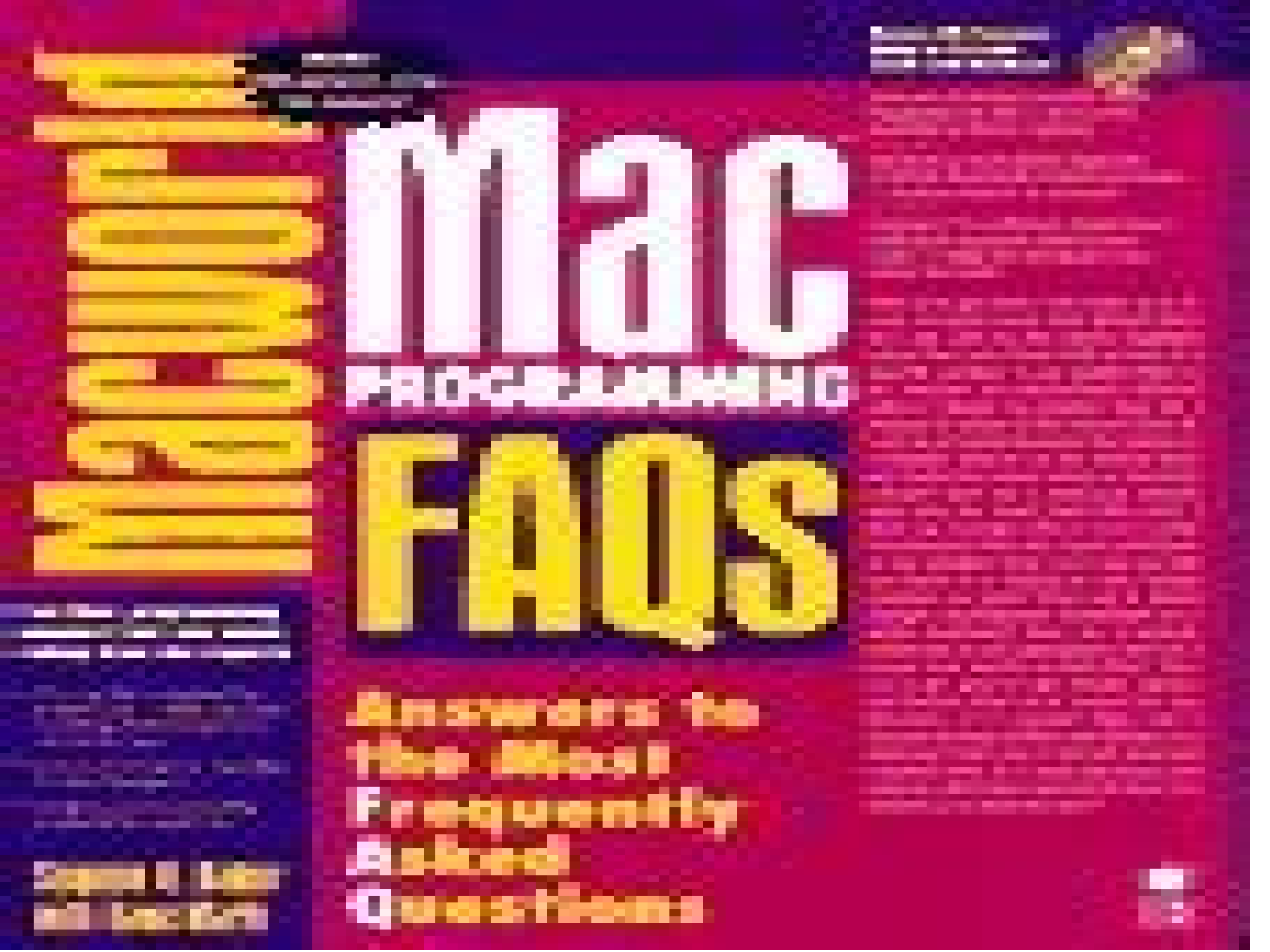
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Richard Wentk

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Macworld Mac Programming FAQs Stephen H. Baker,Dave Mark,1996 Rather than looking through book after book or spending time hunting for solutions in online forums programmers can find in print and in a searchable database on the CD ROM answers to the Mac programmer s 400 most common questions Prepared by programmers who have carefully researched the most typical problems this book lays out answers that help Mac programmers hurdle over the most common obstacles they encounter **OpenGL Programming Guide** Dave Shreiner,Graham Sellers,John Kessenich,Bill Licea-Kane,2013-03-19 Includes Complete Coverage of the OpenGL Shading Language Today s OpenGL software interface enables programmers to produce extraordinarily high quality computer generated images and interactive applications using 2D and 3D objects color images and programmable shaders OpenGL Programming Guide The Official Guide to Learning OpenGL Version 4 3 Eighth Edition has been almost completely rewritten and provides definitive comprehensive information on OpenGL and the OpenGL Shading Language This edition of the best selling Red Book describes the features through OpenGL version 4 3 It also includes updated information and techniques formerly covered in OpenGL Shading Language the Orange Book For the first time this guide completely integrates shader techniques alongside classic functioncentric techniques Extensive new text and code are presented demonstrating the latest in OpenGL programming techniques OpenGL Programming Guide Eighth Edition provides clear explanations of OpenGL functionality and techniques including processing geometric objects with vertex tessellation and geometry shaders using geometric transformations and viewing matrices working with pixels and texture maps through fragment shaders and advanced data techniques using framebuffer objects and compute shaders New OpenGL features covered in this edition include Best practices and sample code for taking full advantage of shaders and the entire shading pipeline including geometry and tessellation shaders Integration of general computation into the rendering pipeline via compute shaders Techniques for binding multiple shader programs at once during application execution Latest GLSL features for doing advanced shading techniques Additional new techniques for optimizing graphics program performance OpenGL ES 3.0 Programming Guide Dan Ginsburg,Budirijanto Purnomo,Dave Shreiner,Aaftab Munshi,2014-02-28 OpenGL ES TM is the industry s leading software interface and graphics library for rendering sophisticated 3D graphics on handheld and embedded devices The newest version OpenGL ES 3 0 makes it possible to create stunning visuals for new games and apps without compromising device performance or battery life In the OpenGL ESTM 3 0 Programming Guide Second Edition the authors cover the entire API and Shading Language They carefully introduce OpenGL ES 3 0 features such as shadow mapping instancing multiple render targets uniform buffer objects texture compression program binaries and transform feedback Through detailed downloadable C based code examples you ll learn how to set up and program every aspect of the graphics pipeline Step by step you ll move from introductory techniques all the way to advanced per pixel lighting and particle systems Throughout you ll find cutting edge

tips for optimizing performance maximizing efficiency with both the API and hardware and fully leveraging OpenGL ES 3 0 in a wide spectrum of applications All code has been built and tested on iOS 7 Android 4 3 Windows OpenGL ES 3 0 Emulation and Ubuntu Linux and the authors demonstrate how to build OpenGL ES code for each platform Coverage includes EGL API communicating with the native windowing system choosing configurations and creating rendering contexts and surfaces Shaders creating and attaching shader objects compiling shaders checking for compile errors creating linking and querying program objects and using source shaders and program binaries OpenGL ES Shading Language variables types constructors structures arrays attributes uniform blocks I O variables precision qualifiers and invariance Geometry vertices and primitives inputting geometry into the pipeline and assembling it into primitives 2D 3D Cubemap Array texturing creation loading and rendering texture wrap modes filtering and formats compressed textures sampler objects immutable textures pixel unpack buffer objects and mipmapping Fragment shaders multitexturing fog alpha test and user clip planes Fragment operations scissor stencil and depth tests multisampling blending and dithering Framebuffer objects rendering to offscreen surfaces for advanced effects Advanced rendering per pixel lighting environment mapping particle systems image post processing procedural textures shadow mapping terrain and projective texturing Sync objects and fences synchronizing within host application and GPU execution This edition of the book includes a color insert of the OpenGL ES 3 0 API and OpenGL ES Shading Language 3 0 Reference Cards created by Khronos The reference cards contain a complete list of all of the functions in OpenGL ES 3 0 along with all of the types operators qualifiers built ins and functions in the OpenGL ES Shading Language

OpenCL Programming Guide Aaftab Munshi,Benedict Gaster,Timothy G. Mattson,Dan Ginsburg,2011-07-07 Using the new OpenCL Open Computing Language standard you can write applications that access all available programming resources CPUs GPUs and other processors such as DSPs and the Cell B E processor Already implemented by Apple AMD Intel IBM NVIDIA and other leaders OpenCL has outstanding potential for PCs servers handheld embedded devices high performance computing and even cloud systems This is the first comprehensive authoritative and practical guide to OpenCL 1 1 specifically for working developers and software architects Written by five leading OpenCL authorities OpenCL Programming Guide covers the entire specification It reviews key use cases shows how OpenCL can express a wide range of parallel algorithms and offers complete reference material on both the API and OpenCL C programming language Through complete case studies and downloadable code examples the authors show how to write complex parallel programs that decompose workloads across many different devices They also present all the essentials of OpenCL software performance optimization including probing and adapting to hardware Coverage includes Understanding OpenCL s architecture concepts terminology goals and rationale Programming with OpenCL C and the runtime API Using buffers sub buffers images samplers and events Sharing and synchronizing data with OpenGL and Microsoft s Direct3D Simplifying development with the C Wrapper API Using OpenCL Embedded Profiles to support devices ranging from cellphones to supercomputer nodes

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Social Science Applications is the book for you Authors Frederick Kaefer and Paul Kaefer walk you through each step of the Python package installation and analysis process with frequent exercises throughout so you can immediately try out the functions you ve learned Written in straightforward language for those with no programming background this book will teach you how to use Python for your research and data analysis Instead of teaching you the principles and practices of programming as a whole this application oriented text focuses on only what you need to know to research and answer social science questions The text features two types of examples one set from the General Social Survey and one set from a large taxi trip dataset from a major metropolitan area to help readers understand the possibilities of working with Python Chapters on installing and working within a programming environment basic skills and necessary commands will get you up and running quickly while chapters on programming logic data input and output and data frames help you establish the basic framework for conducting analyses Further chapters on web scraping statistical analysis machine learning and data visualization help you apply your skills to your research More advanced information on developing graphical user interfaces GUIs help you create functional data products using Python to inform general users of data who don t work within Python First there was IBM SPSS then there was R and now there s Python Statistical software is getting more aggressive let authors Frederick Kaefer and Paul Kaefer help you tame it with Introduction to Python Programming for Business and Social Science Applications Objective-C Programming Aaron Hillegass,2011 Looks at the basics of Objective C programming for Apple technologies covering such topics as Xcode classes properties categories loops and ARC The Rough Guide to Macs & OS X Snow Leopard Peter Buckley,2009-10-09 The Rough Guide to Macs OS X 10 6 Snow Leopard is the essential companion to your Apple computer Packed full of handy advice and covering laptops as well as desktops the guide will help you choose a Mac and get the best deal import files and emails from an old Mac or PC master the finer points of OSX Snow Leopard and much more User friendly for novices and experts alike The Rough Guide to Macs OS X 10 6 Snow Leopard demystifies the jargon of today s digital world giving practical advice on all aspects of your Mac from keeping your documents and data secure to downloading music and making the most of you iPod Find out how to turn your Mac into a TV make music and edit photos with iLife and go wireless with AirPort and Bluetooth as well as all the latest tips and tricks on loading up the very best software and running windows on your Mac with Boot Camp The Rough Guide to Macs OS X 10 6 Snow Leopard will even help you stay afloat when all goes wrong Whether you already have a Mac or you re thinking of buying one you need this guide Trust, Privacy and Security in Digital Business Sokratis Katsikas,Costas Lambrinoudakis,Steven Furnell,2016-08-05 This book constitutes the refereed proceedings of the 13th International Conference on Trust Privacy and Security in Digital Business TrustBus 2016 held in Porto Portugal in September 2016 in conjunction with DEXA 2016 The 8 revised full papers presented were carefully reviewed and selected from 18 submissions The papers are organized in the following topical sections security privacy and trust in eServices security and privacy in

cloud computing privacy requirements and information audit and trust **Learning IPad Programming** Kirby Turner,Tom Harrington,2012 Learning iPad Programming walks you through the process of building PhotoWheel free on the App Store a photo management and sharing app that leverages every aspect of iOS 5 With PhotoWheel you can organize your favorite photos into albums share photos with family and friends view them on your TV using AirPlay and an Apple TV and most importantly gain hands on experience with building an iPad app As you build PhotoWheel you ll learn how to take advantage of the latest features in iOS 5 and Xcode including Storyboarding Automatic Reference Counting ARC and iCloud Best of all you ll learn how to extend the boundaries of your app by communicating with web services If you want to build apps for the iPad Learning iPad Programming is the one book to get As you build PhotoWheel you ll learn how to Install and configure Xcode 4 2 on your Mac Master the basics of Objective C and learn about memory management with ARC Build a fully functional app that uses Core Data and iCloud for photo sharing and synchronization Use Xcode s new Storyboard feature to quickly prototype a functional UI and then extend that UI with code Create multitouch gestures and integrate Core Animation for a unique UI experience Build custom views and use view controllers to perform custom view transitions Add AirPrint email and AirPlay capabilities to your app Apply image filters and effects using Core Image Diagnose and fix bugs with Instruments Prepare your app for submission to the app store Download the free version of PhotoWheel from the App Store today Share your photos with friends and upload to iCloud all while learning how to build the app **SAS Programming and Data Visualization Techniques** Philip R. Holland,2015-08-19 SAS Programming and Data Visualization Techniques A Power User s Guide brings together a wealth of ideas about strategic and tactical solutions to everyday situations experienced when transferring extracting processing analyzing and reporting the valuable data you have at your fingertips Best you can achieve most of the solutions using the SAS components you already license meaning that this book s insights can keep you from throwing money at problems needlessly Author Philip R Holland advises a broad range of clients throughout Europe and the United States as an independent consultant and founder of Holland Numerics Ltd a SAS technical consultancy In this book he explains techniques through code samples and example that will enable you to increase your knowledge of all aspects of SAS programming improve your coding productivity and interface SAS with other programs He also provides an expert s overview of Graph Templates which was recently moved into Base SAS You will learn to create attractive standardized reusable and platform independent graphs both statistical and non statistical to help you and your business users explore visualize and capitalize on your company s data In addition you will find many examples and cases pertaining to healthcare finance retail and other industries Among other things SAS Programming and Data Visualization Techniques will show you how to Write efficient and reus able SAS code Combine look up data sets with larger data sets effectively Run R and Perl from SAS Run SAS programs from SAS Studio and Enterprise Guide Output data into insightful valuable charts and graphs SAS Programming and Data Visualization Techniques prepares you to make better use of your

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