
Nativescripting

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7th Conference, JCC&BD
2019, La Plata, Buenos
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24-28, 2019, Revised
Selected Papers Springer
Build exciting end-to-end
applications with
TypeScript About This
Book This book will help
you whether you're a
beginner or an expert

Complete and complex
projects provide codes
that are ready and
solutions for start-ups and
enterprise developers The
book will showcase the
power and depth of
TypeScript when it comes

to high performance and scalability Who This Book Is For This book was written for web developers who wish to make the most of TypeScript and build fun projects. You should be familiar with the fundamentals of JavaScript What You Will Learn Build quirky and fun projects from scratch while exploring widely applicable practices and techniques Use TypeScript with a range of different technologies such as Angular 2 and React and write cross-

platform applications Migrate JavaScript codebases to TypeScript to improve your workflow Write maintainable and reusable code that is helpful in the world of programming revolving around features and bugs Using SystemJS and Webpack to load scripts and their dependencies. Developing highly performance server-side applications to run within Node Js. Reviewing high performant Node.js patterns and manage garbage collection. In Detail TypeScript is the

future of JavaScript. Having been designed for the development of large applications, it is being widely incorporated in popular projects such as Angular JS 2.0. Adopting TypeScript results in more robust software, while still being deployable in apps where regular JavaScript would run. Scale and performance lie at the heart of the projects built in our book. The lessons learned throughout this book will arm you with everything you need to build amazing projects. During the course of this

book, you will learn how to build a complete Single Page Application with Angular 2 and create a popular mobile app using NativeScript. Further on, you will build a classic Pac Man game in TypeScript. We will also help you migrate your legacy codebase project from JavaScript to TypeScript. By the end of the book, you will have created a number of exciting projects and will be competent using TypeScript for your live projects. Style and approach The book

focuses on building projects from scratch. These end-to-end projects will give you ready-to-implement solutions for your business scenario, showcasing the depth and robustness of TypeScript. TypeScript: Modern JavaScript Development Springer Nature The NativeScript mobile framework provides a uniquely-powerful solution that simplifies the web-to-mobile divide without compromising features, performance, or design. NativeScript in Action teaches readers who

know JavaScript and CSS how to create native iOS and Android apps using NativeScript. Along the way, readers will learn everything they need to know about the iOS and Android SDKs to write beautiful native apps, master mobile dev best practices, and learn countless NativeScript tips and techniques. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. Practical Guide to Building End-to-End Web

Development Solutions

with Vue.js 2 Apress

Explore the possibility of building truly native, cross-platform mobile applications using your JavaScript skill—NativeScript! About This Book Save your marketing time by building for iOS, Android, and Windows Mobile platforms simultaneously Be an ace at utilizing the features of NativeScript and its ability to communicate with each of the host device libraries natively Proficiently, build your fully cross-platform

communication application exhibiting the fundamentals of NativeScript Who This Book Is For If you are a JavaScript developer and want to build cross-platform applications, then this book is just the right one for you! What You Will Learn Install and compile your application in NativeScript Get important know-how on the NativeScript project structure Develop and style your screens for multiple platforms Create a full-featured cross-platform communication

application Import and use several third-party components Simplify and deal with device resolution and cross-platform issues Test and deploy your application In Detail NativeScript allows you to build a fast cross-platform application that has a native UI. NativeScript is a true cross-platform framework that generates native speed applications using the native components of the host platform, all using JavaScript. Although NativeScript allows you to build your application in

JavaScript, you have full access to the host OS from your code, allowing you to easily tweak or use new platform features instantly at native code speeds. Whether you have already developed multiple applications or zero applications, this book will help you to develop your next application in a cross-platform framework quickly, saving you a massive amount of time and money. This book concisely shows you NativeScript's built-in framework that allows you

to rapidly develop a fully-working compiled cross-platform application in just a few chapters. It starts by laying the foundation of NativeScript and working through the fundamentals to create a basic shell of the application. Moving on, you'll see how to build a full-fledged application step by step. We'll show you how to use plugins, and how to communicate with the native OS libraries easily so that you can customize your application as if your app was created in Java or

Objective C. We then deal with the issues that arise from being cross platform and compensate for the different screen sizes, screen resolutions, and device abilities. Finally, we progress to testing and deploying your app. Style and approach A stepwise guide for building cross-platform mobile applications with the help of easy-to-understand examples. *Your one-stop guide to building scalable and production-grade Angular web apps* Springer Leverage frontend

development skills to build impressive iOS and Android applications with React Native About This Book Apply flexbox to get layout and build rich animations that bring your React Native application to life Integrate third-party libraries and develop customized components that run natively on iOS and Android platforms Combine React Native with Redux, Redux middleware, and a remote API to build scalable data-driven applications Who This Book Is For This book

is for anyone who wants to build cross-platform native mobile applications using only JavaScript and the React Native framework. In particular, this book is especially useful for front-end developers who want to use their current skillset to build mobile applications. An existing working knowledge of JavaScript will help you get the most out of this book. What You Will Learn Implement native React Native components and APIs Explore React's JSX syntax Manage data using

Redux and Redux middleware Build applications with React Native on both iOS and Android platforms Perform animations in your applications using the animation APIs Understand routing and Navigator comparison Create your own Native module In Detail React Native has completely revolutionized mobile development by empowering JavaScript developers to build world-class mobile apps that run natively on mobile platforms. This book will

show you how to apply JavaScript and other front-end skills to build cross-platform React Native applications for iOS and Android using a single codebase. This book will provide you with all the React Native building blocks necessary to become an expert. We'll give you a brief explanation of the numerous native components and APIs that come bundled with React Native including Images, Views, ListViews, WebViews, and much more. You will learn to

utilize form inputs in React Native. You'll get an overview of Facebook's Flux data architecture and then apply Redux to manage data with a remote API. You will also learn to animate different parts of your application, as well as routing using React Native's navigation APIs. By the end of the book, you will be able to build cutting-edge applications using the React Native framework. Style and approach This comprehensive guide will take your React Native skills to the next level. It

shows you how to develop a clear workflow to build scalable applications, and how to implement the architectural concepts covered to build applications that shine in the real world.

15th International Conference on Information

Technology Packt Publishing Ltd

A definitive guide on frontend development with Angular from design to deployment Key Features Develop web applications from scratch using Angular and

TypeScript Explore reactive programming principles and RxJS to develop and test apps easily Study continuous integration and deployment on the AWS cloud Book Description If you have been burnt by unreliable JavaScript frameworks before, you will be amazed by the maturity of the Angular platform. Angular enables you to build fast, efficient, and real-world web apps. In this Learning Path, you'll learn Angular and to deliver high-quality and production-grade Angular

apps from design to deployment. You will begin by creating a simple fitness app, using the building blocks of Angular, and make your final app, Personal Trainer, by morphing the workout app into a full-fledged personal workout builder and runner with an advanced directive building - the most fundamental and powerful feature of Angular. You will learn the different ways of architecting Angular applications using RxJS, and some of the patterns that are involved

in it. Later you'll be introduced to the router-first architecture, a seven-step approach to designing and developing mid-to-large line-of-business apps, along with popular recipes. By the end of this book, you will be familiar with the scope of web development using Angular, Swagger, and Docker, learning patterns and practices to be successful as an individual developer on the web or as a team in the Enterprise. This Learning Path includes content from the following Packt

products: Angular 6 by Example by Chandermani Arora, Kevin Hennessy Architecting Angular Applications with Redux, RxJS, and NgRx by Christoffer Noring Angular 6 for Enterprise-Ready Web Applications by Doguhan Uluca What you will learn Develop web applications from scratch using Angular and TypeScript Explore reactive programming principles, RxJS to develop and test apps efficiently Study continuous integration and deployment your Angular

app on the AWS cloud Who this book is for If you're a JavaScript or frontend developer looking to gain comprehensive experience of using Angular for end-to-end enterprise-ready applications, this Learning Path is for you. **ICCS 2021** Packt Publishing Ltd 3D Animation for the Raw Beginner Using Autodesk Maya is a hands-on academic textbook as well as a do-it-yourself training manual for the individual animator. This second

edition has been completely rewritten to take into account updates to Autodesk Maya, including Autodesk's renderer, Arnold. It contains entirely new examples and tutorial lessons. All 612 images are in full color. The book directs the reader to the parts of Maya that must be mastered in order to create complete 3D projects, and thus it simplifies the process of taking on Maya's vast and intricate interface, while giving the reader a firm foundation on which to

build future knowledge of Maya. It also presents brief examples of other popular 3D applications and rendering engines. This principles-based, yet pragmatic book: Introduces the basic steps of the 3D modeling, materials, animation, lighting, and rendering processes. Presents clear and concise tutorials that link key concepts to practical techniques. Includes access to a webpage for the book: <https://buzzking.com/AnimationTextbook/AnimationTextbook.html>. On this

webpage are videos that cover many of the lessons in the book, as well as video tutorials that present bonus material not included in the book. Frees instructors from the painstaking task of developing step-by-step examples to present Maya's complex interface and basic capabilities. Boasts an easy-to-follow, tutorial-based learning style ideal for individual study by aspiring animators and do-it-yourselfers. Roger "Buzz" King is a Professor Emeritus at the University

of Colorado at Boulder, where he teaches 3D Animation for the Computer Science Department and the Alliance for Technology, Learning, and Society (ATLAS), an institute dedicated to the application of technology to the arts. Buzz is an independent 3D animator who serves on the board of directors of a 3D animation startup. Buzz has a B.A. in Mathematics from Occidental College, an M.S. and Ph.D. in Computer Science from the University of Southern

California, and an M.Div. from the Iliff School of Theology. Key Features Introduces critical aspects of the 3D animation process Presents clear and concise tutorials that link key concepts to practical techniques Includes access to a dedicated Web site, <http://3dbybuzz.com>, featuring useful videos, lessons, and updates Frees instructors from developing step-by-step examples to present Maya's complex interface and basic Boasts an easy-to-follow, hands-on

learning style ideal for individual study by aspiring animators and do-it-yourselfers Операционные системы реального времени и технологии разработки кроссплатформенного ПО. Часть II Simon and Schuster This book gathers selected papers that were submitted to the 2021 International Conference on Comprehensible Science (ICCS 2021) that aims to make available the discussion and the publication of papers on all aspects of single and

multi-disciplinary research on conference topics. ICCS 2021 held on June 18-19, 2021. An important characteristic feature of conference is the short publication time and worldwide distribution. Written by respected researchers, the book covers a range of innovative topics related to: artificial intelligence research; big data and data mining; blockchain and cryptocurrency; business, finance and accounting and statistics; cyber security systems; ecology

systems; educational technologies; engineering and technology; innovative economics; media technologies; medicine, public health and rehabilitation; nutrition and diet researches; physical and material sciences; and smart cities and contracts. This book may be used for private and professional non-commercial research and classroom use (e.g., sharing the contribution by mail or in hard copy form with research colleagues for their

professional non-commercial research and classroom use); for use in presentations or handouts for any level students, researchers, etc.; and for the further development of authors' scientific career (e.g., by citing and attaching contributions to job or grant application). [Building Enterprise JavaScript Applications](#) Addison-Wesley Professional Windows Server 2008 R2 Unleashed is the most comprehensive and realistic guide to planning, design, prototyping,

implementation, migration, administration, and support. Based on the authors' unsurpassed experience working with Windows Server 2008 R2 since its earliest alpha releases, it offers indispensable guidance drawn from hundreds of production environments. Microsoft MVP Rand Morimoto and his colleagues systematically introduce Windows Server 2008 R2 to IT professionals, identifying R2's most crucial enhancements and walking through every

step of installation and configuration. Next, they present comprehensive coverage of every area of Windows Server 2008 R2, including Active Directory, networking services, security, R2 migration from Windows Server 2003 and 2008, administration, fault tolerance, optimization and troubleshooting, core application services, and more. The authors thoroughly address major Windows Server 2008 R2 enhancements and present extensive coverage of R2

innovations ranging from Hyper-V virtualization to DirectAccess and the enhancements in Failover Clustering. Every chapter contains tips, tricks, and best practices learned from actual deployments: practical information for using Windows Server 2008 R2 to solve real business problems. Detailed information on how to... Plan and migrate from Windows Server 2003/2008 to Windows Server 2008 R2 and use R2's new server migration tools Manage Active Directory with Active

Directory Administrative Center, Best Practice Analyzer, and PowerShell scripts Use R2's updated security tools and templates to lock down servers, clients, and networks Maximize availability with Windows Server 2008 R2 clustering, fault tolerance, and replication Streamline client management with new Group Policy ADMX settings and management tools Improve remote access using DirectAccess, Remote Desktop Services (formerly Terminal

Services), and Virtual Desktop Infrastructure Implement Hyper-V virtualization including the built-in Live Migration technology Leverage add-ons such as Windows SharePoint Services, Windows Media Services, and IIS 7.5

Complete Vue.js 2 Web Development Springer

This book constitutes revised selected papers from the 24th Argentine Congress on Computer Science, CACIC 2018, held in Tandil, Argentina, in October 2018. The 26 papers presented in this

volume were carefully reviewed and selected from a total of 155 submissions. They were organized in topical sections named: Agents and Systems; Distributed and Parallel Processing; Technology Applied to Education; Graphic Computation, Images and Visualization; Software Engineering; Databases and Data Mining; Hardware Architectures, Networks, and Operating Systems; Innovation in Software Systems; Signal Processing and Real-Time Systems; Computer

Security; Innovation in Computer Science Education; and Digital Governance and Smart Cities.

Information Technology - New Generations Simon and Schuster

Become an expert Vue developer by understanding design patterns and the component architecture of Vue.js to write clean and maintainable code Key Features Craft highly modular applications by exploring design patterns and the component architecture of Vue.js

Enforce a Flux-like application architecture in your Vue.js applications with Vuex Easy-to-follow examples that can be used to create reusable code and extensible designs Book Description Vue.js 2 Design Patterns and Best Practices starts by comparing Vue.js with other frameworks and setting up the development environment for your application, and gradually moves on to writing and styling clean, maintainable, and reusable Vue.js components that can be

used across your application. Further on, you'll look at common UI patterns, Vue form submission, and various modifiers such as lazy binding, number typecasting, and string trimming to create better UIs. You will also explore best practices for integrating HTTP into Vue.js applications to create an application with dynamic data. Routing is a vitally important part of any SPA, so you will focus on the vue-router and explore routing a user between multiple pages.

Next, you'll also explore state management with Vuex, write testable code for your application, and create performant, server-side rendered applications with Nuxt. Toward the end, we'll look at common antipatterns to avoid, saving you from a lot of trial and error and development headaches. By the end of this book, you'll be on your way to becoming an expert Vue developer who can leverage design patterns to efficiently architect the design of your application and write clean and

maintainable code. What you will learn Understand the theory and patterns of Vue.js Build scalable and modular Vue.js applications Take advantage of Vuex for reactive state management Create single page applications with vue-router Use Nuxt for FAST server-side rendered Vue applications Convert your application to a Progressive Web App (PWA) and add ServiceWorkers and offline support Build your app with Vue.js by following best practices

and explore the common anti-patterns to avoid Who this book is for This book is for Vue developers who are familiar with framework design principles and utilize commonly found design patterns in developing web applications.

A Beginner's Guide to Investing Wisely in Stocks, Mutual Funds, and Bonds

Packt Publishing Ltd This book is a detailed guide that will help learners get started with NativeScript programming. It talks

about the basics and then moves on to practical exercises to help readers quickly gain the required knowledge. This book is meant for both NativeScript developers as well as learners without a formal NativeScript background *3D Animation for the Raw Beginner Using Autodesk Maya 2e* CRC Press Understand Angular web development by building real-world captivating applications exploring various web technologies and best practices Key Features Explore

Angular's capabilities in building Web apps, mobile apps, and browser games Get to know Angular's latest features like Ivy renderer, Lazy loading and differential loading Build test-driven Angular applications using Jasmine and Jest frameworks Book Description Angular is one of the best frameworks, not only for building web applications, but also for building applications on other platforms such as desktop and mobile. It is packed with amazing web tools that allow developers to become

more productive and make the development experience a happier one This book will be your practical guide when it comes to building optimized web apps using Angular. The book explores a number of popular features, including the experimental Ivy rendered, lazy loading, and differential loading, among others, in the projects. It starts with the basics of Angular and its tools, which will help you to develop and debug Angular applications. You

will learn how to create an SPA using Angular Router, and optimize it by code splitting and Preloading Routes. We will then build a form-heavy application and make forms reactive by using Reactive Forms. After that, we will learn how to build a Progressive Web App, and a server-side rendering app, as well as a MonoRepo app. Furthermore, we will also dive into building mobile apps using Ionic and NativeScript. Finally, we end the book by creating a component library for our application using

Angular CDK and then testing it. By the end of this book, you will know everything you need in order to get started with Angular and build a variety of applications. What you will learn Set up Angular applications using Angular CLI and Angular Console Understand lazy loading using dynamic imports for routing Perform server-side rendering by building an SEO application Build a Multi-Language NativeScript Application with Angular Explore the components library for

frontend web using Angular CDK Scale your Angular applications using Nx, NgRx, and Redux Who this book is for The book is aimed at any JavaScript developers who want to start with Angular and become an expert in all the tools and the various use cases that they might deal with as an Angular expert. Whatever the case, a basic understanding of Angular is a plus but is not required. You should know the basics of developing web applications and have experience working

with ES6 or TypeScript. Mastering Nativescript CRC Press This book constitutes the revised selected papers of the 7th International Conference on Cloud Computing and Big Data, JCC&BD 2019, held in La Plata, Buenos Aires, Argentina, in June 2019. The 12 full papers presented were carefully reviewed and selected from a total of 31 submissions. They are dealing with such topics as cloud computing and HPC; Big Data and data intelligence; mobile

computing.

Intelligent Computing

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Use Service Workers to Turbocharge Your Web Apps “You have made an excellent decision in picking up this book. If I was just starting on my learning path to mastery of Progressive Web Apps, there are not many folks I would trust more to get me there than John.”
—Simon MacDonald, Developer Advocate, Adobe Software
developers have two options for the apps they build: native apps

targeting a specific device or web apps that run on any device. Building native apps is challenging, especially when your app targets multiple system types—i.e., desktop computers, smartphones, televisions—because user experience varies dramatically across devices. Service Workers—a relatively new technology—make it easier for web apps to bridge the gap between native and web capabilities. In Learning Progressive Web Apps,

author John M. Wargo demonstrates how to use Service Workers to enhance the capabilities of a web app to create Progressive Web Apps (PWA). He focuses on the technologies that enable PWAs and how to use those technologies to enhance your web apps to deliver a more native-like experience. Build web apps a user can easily install on their local system and that work offline or on low-quality networks Utilize caching strategies that give you control over which app

resources are cached and when Deliver background processing in a web application Implement push notifications that enable an app to easily engage with users or trigger action from a remote server Throughout the book, Wargo introduces each core concept and illustrates the implementation of each capability through several complete, operational examples. You'll start with simple web apps, then incrementally expand and extend them with state-

of-the-art features. All example source code is available on GitHub, and additional resources are available on the author's companion site, learningpwa.com. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details. Springer Practical solutions for developing seamless experiences for application that scales. About This Book A Solution based approach

that would help you create high-quality apps for your businesses Harness the power of real-time database to create apps that work on multiple platforms Build a customized solution for your app development challenges with Firebase Who This Book Is For This book will assume you have at least a minimum set of skills in JavaScript, HTML and CSS. Also, having some familiarity with backend technologies will be helpful. After all we're going to build a backend

application that will change the way backend developer works. What You Will Learn Use Firebase Diverse Authentication systems Integrate easy, secure File Hosting using Firebase Storage services Make your application serverless using Firebase Cloud Functions Use the powerful Firebase Admin SDK for privilege management Use Firebase within NativeScript apps for cross-platform applications Modify, structure, save and serve

data in and from Realtime Database Get acquainted with the newly introduce Cloud Firestore, a scalable database for your web and mobile applications In Detail Do you feel tired just thinking or even hearing about backend technologies, authentication or the tedious task of deployment? Firebase is here to change the way you develop and make your app a first-class citizen of the cloud. This books takes a solution based approach by providing you recipes that

would help you understand the features of Firebase and implement them in your existing web or mobile applications. We start-off by creating our first Firebase application and integrating its services into different platforms and environments for mobile as well as web applications. Then we deep dive into Real-time Database and Firebase Storage that allows your users to access data across various devices with realtive ease. With each chapter you will

gradually create the building blocks of your application from securing your data with Firebase Rules to authenticating your users with O-Auth. Moving along we would explore modern application development techniques such as creating serverless applications with Firebase Cloud Functions or turning your traditional applications into progressive apps with Service workers. Finally you will learn how to create cross-platform mobile apps, integrate

Firebase in native platforms, and learn how to monetize your mobile applications using Admob for Android and iOS. Style and approach This recipe-based practical guide presents each topic with step-by-step instructions on how you can create collaborative and efficient progressive applications using the latest features and capabilities in Firebase. *Mobile Technologies and Applications for the Internet of Things* TCK Publishing This volume presents a

collection of peer-reviewed, scientific articles from the 15th International Conference on Information Technology – New Generations, held at Las Vegas. The collection addresses critical areas of Machine Learning, Networking and Wireless Communications, Cybersecurity, Data Mining, Software Engineering, High Performance Computing Architectures, Computer Vision, Health, Bioinformatics, and Education.

Windows Server 2012 Unleashed

Packt Publishing Ltd

Leverage the features of TypeScript to boost your development skills and create captivating applications About This Book Learn how to develop modular, scalable, maintainable, and adaptable web applications by taking advantage of TypeScript Explore techniques to use TypeScript alongside other leading tools such as Angular 2, React, and Node.js Focusing on design patterns in

TypeScript, this step-by-step guide demonstrates all the important design patterns in practice Who This Book Is For This Learning Path is for intermediate-level JavaScript developers who want to use TypeScript to build beautiful web applications and fun projects. No prior knowledge of TypeScript is required, but a basic understanding of jQuery is expected. This Learning Path is also for experienced TypeScript developers who want to take their skills to the

next level, and also for web developers who wish to make the most of TypeScript. What You Will Learn Understand the key TypeScript language features and runtime Install and configure the necessary tools in order to start developing an application Create object-oriented code that adheres to the SOLID principles Develop robust applications with testing (Mocha, Chai, and SinonJS) Apply GoF patterns in an application with a testing approach Identify the challenges

when developing an application Migrate JavaScript codebases to TypeScript to improve your workflow Utilize SystemJS and Webpack to load scripts and their dependencies Develop high performance server-side applications to run within Node.js In Detail TypeScript is an open source and cross-platform typed superset of JavaScript that compiles to plain JavaScript that runs in any browser or any host. TypeScript adds optional static types, classes, and modules to

JavaScript, to enable great tooling and better structuring of large JavaScript applications. Through this three-module learning path, you'll learn the ins-and-outs of TypeScript for building more robust software. The first module gets you started with TypeScript and helps you understand the basics of TypeScript and automation tools. Get a detailed description of function, generics, callbacks, and promises, and discover the object-oriented features and

memory management functionality of TypeScript. The next module starts by explaining the current challenges when designing and developing an application and how you can solve these challenges by applying the correct design pattern and best practices. You will be introduced to low-level programming concepts to help you write TypeScript code, as well as working with software architecture, best practices, and design aspects. The final module

will help you build a complete single page app with Angular 2, create a neat mobile app using NativeScript, and even build a Pac Man game with TypeScript. As if the fun wasn't enough, you'll also find out how to migrate your legacy codebase from JavaScript to TypeScript. By the end of this Learning Path, you will be able to take your skills up a notch and develop full-fledged web applications using the latest features of the TypeScript. 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: Learning TypeScript by Remo H. Jansen TypeScript Design Patterns by Vilic Vane TypeScript Blueprints by Ivo Gabe de Wolff Style and approach This is a step-by-step, practical guide covering the fundamentals of TypeScript with practical examples. The end-to-end projects included in this book will give you ready-to-implement solutions for

your business scenario, showcasing the depth and robustness of TypeScript.

Building Large-Scale Web Applications with Angular Packt Publishing Ltd

Learn how to write native mobile apps for iOS and Android by leveraging the NativeScript framework with Angular 2.

One Hour Investor Packt Publishing Ltd

This Is A 120 Lined Pages Journal With A Custom Cover To Remind You To Wreck That Code , And To Help You Make Your Own Shit Happen This

Notebook Is Mainly Made For CODING, And Could Be Used For Anything You Want To Do With It, And We Highly Recommend It For The Following Usage: Reflection. Self-Accountability. Brainstorming. To Do List And Planning. Etc.. Click On Author Name For More Developing Material . *Over 70 recipes to help you create real-time web and mobile applications with Firebase* Springer This book, gathering the Proceedings of the 2018 Computing Conference, offers a remarkable

collection of chapters covering a wide range of topics in intelligent systems, computing and their real-world applications. The Conference attracted a total of 568 submissions from pioneering researchers, scientists, industrial engineers, and students from all around the world. These submissions underwent a double-blind peer review process. Of those 568 submissions, 192 submissions (including 14 poster papers) were selected for inclusion in

these proceedings. Despite computer science's comparatively brief history as a formal academic discipline, it has made a number of fundamental contributions to science and society—in fact, along with electronics, it is a founding science of the current epoch of human history ('the Information Age') and a main driver of the Information Revolution. The goal of this conference is to provide a platform for researchers to present fundamental

contributions, and to be a premier venue for academic and industry practitioners to share new ideas and development experiences. This book collects state of the art chapters on all aspects of

Computer Science, from classical to intelligent. It covers both the theory and applications of the latest computer technologies and methodologies. Providing the state of the art in

intelligent methods and techniques for solving real-world problems, along with a vision of future research, the book will be interesting and valuable for a broad readership.