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D3. Js in Action-Elijah Meeks 2017-12-07 Summary D3.js in Action, Second Edition is completely revised and updated for D3 v4 and ES6. It's a practical tutorial for creating interactive graphics and data-driven applications using D3. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Visualizing complex data is hard. Visualizing complex data on the web is darn near impossible without D3.js. D3 is a JavaScript library that provides a simple but powerful data visualization API over HTML, CSS, and SVG. Start with a structure, dataset, or algorithm; mix in D3; and you can programmatically generate static, animated, or interactive images that scale to any screen or browser. It's easy, and after a little practice, you'll be blown away by how beautiful your results can be! About the Book D3.js in Action, Second Edition is a completely updated revision of Manning's bestselling guide to data visualization with D3. You'll explore dozens of real-world examples, including force and network diagrams, workflow illustrations, geospatial constructions, and more. Along the way, you'll pick up best practices for building interactive graphics, animations, and live data representations. You'll also step through a fully interactive application created with D3 and React. What's Inside Updated for D3 v4 and ES6 Reusable layouts and components Geospatial data visualizations Mixed-mode rendering About the Reader Suitable for web developers with HTML, CSS, and JavaScript skills. No specialized data science skills required. About the Author Elijah Meeks is a senior data visualization engineer at Netflix. Table of Contents PART 1 - D3.JS FUNDAMENTALS An introduction to D3.js Information visualization data flow Data-driven design and interaction Chart components Layouts PART 2 - COMPLEX DATA VISUALIZATION Hierarchical visualization Network visualization Geospatial information visualization PART 3 - ADVANCED TECHNIQUES Interactive applications with React and D3 Writing layouts and components Mixed mode rendering

Interactive Data Visualization for the Web-Scott Murray 2017-08-03 Create and publish your own interactive data visualization projects on the web—even if you have little or no experience with data visualization or web development. It's inspiring and fun with this friendly, accessible, and practical hands-on introduction. This fully updated and expanded second edition takes you through the fundamental concepts and methods of D3, the most powerful JavaScript library for expressing data visually in a web browser. Ideal for designers with no coding experience, reporters exploring data journalism, and anyone who wants to visualize and share data, this step-by-step guide will also help you expand your web programming skills by teaching you the basics of HTML, CSS, JavaScript, and SVG. Learn D3 4.x—the latest D3 version—with downloadable code and over 140 examples Create bar charts, scatter plots, pie charts, stacked bar charts, and force-directed graphs Use smooth, animated transitions to show changes in your data Introduce interactivity to help users explore your data Create custom geographic maps with panning, zooming, labels, and tooltips Walk through the creation of a complete visualization project, from start to finish Explore inspiring case studies with nine accomplished designers talking about their D3-based projects

Modern Data Science with R-Benjamin S. Baumer 2017-03-16 Modern Data Science with R is a comprehensive data science textbook for undergraduates that incorporates statistical and computational thinking to solve real-world problems with data. Rather than focus exclusively on case studies or programming syntax, this book illustrates how statistical programming in the state-of-the-art R/RStudio computing environment can be leveraged to extract meaningful information from a variety of data in the service of addressing compelling statistical questions. Contemporary data science requires a tight integration of knowledge from statistics, computer science, mathematics, and a domain of application. This book will help readers with some background in statistics and modest prior experience with coding develop and practice the appropriate skills to tackle complex data science projects. The book features a number of exercises and has a flexible organization conducive to teaching a variety of semester courses.

JavaScript Cookbook-Shelley Powers 2010-07-07 Why reinvent the wheel every time you run into a problem with JavaScript? This cookbook is chock-full of code recipes that address common programming tasks, as well as techniques for building web apps that work in any browser. Just copy and paste the code samples into your project—you'll get the job done faster and learn more about JavaScript in the process. You'll also learn how to take advantage of the latest features in ECMAScript 5 and HTML5, including the new cross-domain widget communication technique, HTML5's video and audio elements, and the drawing canvas. You'll find recipes for using these features with JavaScript to build high-quality application interfaces. Create interactive web and desktop applications Work with JavaScript objects, such as String, Array, Number, and Math Use JavaScript with Scalable Vector Graphics (SVG) and the canvas element Store data in various ways, from the simple to the complex Program the new HTML5 audio and video elements Implement concurrent programming with Web Workers Use and create jQuery plug-ins Use ARIA and JavaScript to create fully accessible rich internet applications

Mastering SVG-Rob Larsen 2018-09-21 Take the plunge and develop cross-browser-compatible and responsive web designs with SVG Key Features Master the art of custom animations and visualizations with SVG, CSS, and JavaScript Combine SVG with third-party libraries and frameworks such as React, JQuery, D3, and Snap.svg for GUI-rich apps Create an awesome user experience with high-performance graphics for your web applications Book Description SVG is the most powerful image format in use on the web. In addition to producing resolution-independent images for today's multi-device world, SVG allows you to create animations and visualizations to add to your sites and applications. The simplicity of cross-platform markup, mixed with familiar modern web languages, such as CSS and JavaScript, creates a winning combination for designers and developers alike. In this book, you will learn how to author an SVG document using common SVG features, such as elements and attributes, and serve SVG on the web using simple configuration tips for common web servers. You will also use SVG elements and images in HTML documents. Further, you will use SVG images for a variety of common tasks, such as manipulating SVG elements, adding animations using CSS, mastering the basic JavaScript SVG (API) using Document Object Model (DOM) methods, and interfacing SVG with common libraries and frameworks, such as React, jQuery, and Angular. You will then build an understanding of the Snap.svg and SVG.js APIs, along with the basics of D3, and take a look at how to implement interesting visualizations using the library. By the end of the book, you will have mastered creating animations with SVG. What you will learn Deliver the elements that make up an SVG image Replace your old CSS sprites with SVG Understand animation and data visualization with SVG are explained in pure JavaScript and using common libraries Use SVG to scale images across multiple devices easily Harness the power of CSS animations and transformations to manipulate your SVG images in a replicable, remixable way Interface SVG with common libraries and frameworks, such as jQuery, React, and Angular Who this book is for This book is for web developers and designers looking to add animation to their projects. Some experience with HTML, CSS, and JavaScript is required.

PostGIS in Action-Regina Obe 2011 "PostGIS in Action" is the first book devoted entirely to PostGIS. It will help both new and experienced users write spatial queries to solve real-world problems. It also discusses the new features available in PostgreSQL 8.4 and provides tutorials.

Python Data Analytics-Fabio Nelli 2018-09-27 Explore the latest Python tools and techniques to help you tackle the world of data acquisition and analysis. You'll review scientific computing with NumPy, visualization with matplotlib, and machine learning with scikit-learn. This revision is fully updated with new content on social media data analysis, image analysis with OpenCV, and deep learning libraries. Each chapter includes multiple examples demonstrating how to work with each library. At its heart lies the coverage of pandas, for high-performance, easy-to-use data structures and tools for data manipulation Author Fabio Nelli expertly demonstrates using Python for data processing, management, and information retrieval. Later chapters apply what you've learned to handwriting recognition and extending graphical capabilities with the JavaScript D3 library. Whether you are dealing with sales data, investment data, medical data,

web page usage, or other data sets, Python Data Analytics, Second Edition is an invaluable reference with its examples of storing, accessing, and analyzing data. What You'll Learn Understand the core concepts of data analysis and the Python ecosystem Go in depth with pandas for reading, writing, and processing data Use tools and techniques for data visualization and image analysis Examine popular deep learning libraries Keras, Theano, TensorFlow, and PyTorch Who This Book Is For Experienced Python developers who need to learn about Pythonic tools for data analysis

Gnuplot in Action-Philipp K. Janert 2016-03-30 Summary Gnuplot in Action, Second Edition is a major revision of this popular and authoritative guide for developers, engineers, and scientists who want to learn and use gnuplot effectively. Fully updated for gnuplot version 5, the book includes four pages of color illustrations and four bonus appendixes available in the eBook. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Gnuplot is an open-source graphics program that helps you analyze, interpret, and present numerical data. Available for Unix, Mac, and Windows, it is well-maintained, mature, and totally free. About the Book Gnuplot in Action, Second Edition is a major revision of this authoritative guide for developers, engineers, and scientists. The book starts with a tutorial introduction, followed by a systematic overview of gnuplot's core features and full coverage of gnuplot's advanced capabilities. Experienced readers will appreciate the discussion of gnuplot 5's features, including new plot types, improved text and color handling, and support for interactive, web-based display formats. The book concludes with chapters on graphical effects and general techniques for understanding data with graphs. It includes four pages of color illustrations. 3D graphics, false-color plots, heatmaps, and multivariate visualizations are covered in chapter-length appendixes available in the eBook. What's Inside Creating different types of graphs in detail Animations, scripting, batch operations Extensive discussion of terminals Updated to cover gnuplot version 5 About the Reader No prior experience with gnuplot is required. This book concentrates on practical applications of gnuplot relevant to users of all levels. About the Author Philipp K. Janert, PhD, is a programmer and scientist. He is the author of several books on data analysis and applied math and has been a gnuplot power user and developer for over 20 years. Table of Contents PART 1 GETTING STARTED Prelude: understanding data with gnuplot Tutorial: essential gnuplot The heart of the matter: the plot command PART 2 CREATING GRAPHS Managing data sets and files Practical matters: strings, loops, and history A catalog of styles Decorations: labels, arrows, and explanations All about axes PART 3 MASTERING TECHNICALITIES Color, style, and appearance Terminals and output formats Automation, scripting, and animation Beyond the defaults: workflow and styles PART 4 UNDERSTANDING DATA Basic techniques of graphical analysis Topics in graphical analysis Coda: understanding data with graphs

Data Visualization with D3 4.x Cookbook-Nick Zhu 2017-02-28 Discover over 65 recipes to help you create breathtaking data visualizations using the latest features of D3 About This Book Learn about D3 4.0 from the inside out and master its new features Utilize D3 packages to generate graphs, manipulate data, and create beautiful presentations Solve real-world visualization problems with the help of practical recipes Who This Book Is For If you are a developer familiar with HTML, CSS, and JavaScript, and you wish to get the most out of D3, then this book is for you. This book can serve as a desktop quick-reference guide for experienced data visualization developers. You'll also find this book useful if you're a D3 user who wants to take advantage of the new features introduced in D3 4.0. You should have previous experience with D3. What You Will Learn Get a solid understanding of the D3 fundamentals and idioms Use D3 to load, manipulate, and map data to any kind of visual representation on the web Create data-driven dynamic visualizations that update as the data does Leverage the various modules provided by D3 to create sophisticated, dynamic, and interactive charts and graphics Create data-driven transitions and animations within your visualizations Understand and leverage more advanced concepts such as force, touch, and Geo data visualizations In Detail This book gives you all the guidance you need to start creating modern data visualizations with D3 4.x that take advantage of the latest capabilities of JavaScript. The book starts with the basic D3 structure and building blocks and quickly moves on to writing idiomatic D3-style JavaScript code. You will learn how to work with selection to target certain visual elements on the page, then you will see techniques to represent data both in programming constructs and its visual metaphor. You will learn how map values in your data domain to the visual domain using scales, and use the various shape functions supported by D3 to create SVG shapes in visualizations. Moving on, you'll see how to use and customize various D3 axes and master transition to add bells and whistles to otherwise dry visualizations. You'll also learn to work with charts, hierarchy, graphs, and build interactive visualizations. Next you'll work with Force, which is one of the most awe-inspiring techniques you can add to your visualizations, and you'll implement a fully functional Choropleth map (a special purpose colored map) in D3. Finally, you'll learn to unit test data visualization code and test-driven development in a visualization project so you know how to produce high-quality D3 code. Style and approach This step-by-step guide to mastering data visualizations with D3 will help you create amazing data visualizations with professional efficiency and precision. It is a solution-based guide in which you learn through practical recipes, illustrations, and code samples.

Introduction To Algorithms-Thomas H. Cormen 2001 An extensively revised edition of a mathematically rigorous yet accessible introduction to algorithms.

Data Visualization with Python and JavaScript-Kyran Dale 2016-06-30 Learn how to turn raw data into rich, interactive web visualizations with the powerful combination of Python and JavaScript. With this hands-on guide, author Kyran Dale teaches you how build a basic dataviz toolchain with best-of-breed Python and JavaScript libraries—including Scrapy, Matplotlib, Pandas, Flask, and D3—for crafting engaging, browser-based visualizations. As a working example, throughout the book Dale walks you through transforming Wikipedia's table-based list of Nobel Prize winners into an interactive visualization. You'll examine steps along the entire toolchain, from scraping, cleaning, exploring, and delivering data to building the visualization with JavaScript's D3 library. If you're ready to create your own web-based data visualizations—and know either Python or JavaScript—this is the book for you. Learn how to manipulate data with Python Understand the commonalities between Python and JavaScript Extract information from websites by using Python's web-scraping tools, BeautifulSoup and Scrapy Clean and explore data with Python's Pandas, Matplotlib, and Numpy libraries Serve data and create RESTful web APIs with Python's Flask framework Create engaging, interactive web visualizations with JavaScript's D3 library

The Book of CSS3-Peter Gasston 2011-05-15 CSS3 is behind most of the eye-catching visuals on the Web today, but the official documentation can be dry and hard to follow and browser implementations are scattershot at best. The Book of CSS3 distills the dense technical language of the CSS3 specification into plain English and shows you what CSS3 can do right now, in all major browsers. With real-world examples and a focus on the principles of good design, it extends your CSS skills, helping you transform ordinary markup into stunning, richly-styled web pages. You'll master the latest cutting-edge CSS3 features and learn how to: -Stylize text with fully customizable outlines, drop shadows, and other effects -Create, position, and resize background images on the fly - Spice up static web pages with event-driven transitions and animations -Apply 2D and 3D transformations to text and images -Use linear and radial gradients to create smooth color transitions -Tailor a website's appearance to smartphones and other devices A companion website includes up-to-date browser compatibility charts and live CSS3 examples for you to explore. The Web can be an ugly place—add a little style to it with The Book of CSS3.

IPython Interactive Computing and Visualization Cookbook-Cyrille Rossant 2014-09-25 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.

Structure and Interpretation of Computer Programs - 2nd Edition-Harold Abelson Structure and Interpretation of Computer Programs by Harold Abelson and Gerald Jay Sussman is licensed under a Creative Commons Attribution-NonCommercial 3.0 License.

Interactive Data Visualization for the Web-Scott Murray 2017-08-03 Create and publish your own interactive data visualization projects on the web—even if you have little or no experience with data visualization or web development. It's inspiring and fun with this friendly, accessible, and practical hands-on introduction. This fully updated and expanded second edition takes you through the fundamental concepts and methods of D3, the most powerful JavaScript library for expressing data visually in a web browser. Ideal for designers with no coding experience, reporters exploring data journalism, and anyone who wants to visualize and share data, this step-by-step guide will also help you expand your web programming skills by teaching you the basics of HTML, CSS, JavaScript, and SVG. Learn D3 4.x—the latest D3 version—with downloadable code and over 140 examples Create bar charts, scatter plots, pie charts, stacked bar charts, and force-directed graphs Use smooth, animated transitions to show changes in your data Introduce interactivity to help users explore your data Create custom geographic maps with panning, zooming, labels, and tooltips Walk through the creation of a complete visualization project, from start to finish Explore inspiring case studies with nine accomplished designers talking about their D3-based projects

Algorithms in a Nutshell-George T. Heineman 2008-10-14 Creating robust software requires the use of efficient algorithms, but programmers seldom think about them until a problem occurs. Algorithms in a Nutshell describes a large number of existing algorithms for solving a variety of problems, and helps you select and implement the right algorithm for your needs -- with just enough math to let you understand and analyze algorithm performance. With its focus on application, rather than theory, this book provides efficient code solutions in several programming languages that you can easily adapt to a specific project. Each major algorithm is presented in the style of a design pattern that includes information to help you understand why and when the algorithm is appropriate. With this book, you will: Solve a particular coding problem or improve on the performance of an existing solution Quickly locate algorithms that relate to the problems you want to solve, and determine why a particular algorithm is the right one to use Get algorithmic solutions in C, C++, Java, and Ruby with implementation tips Learn the expected performance of an algorithm, and the

conditions it needs to perform at its best Discover the impact that similar design decisions have on different algorithms Learn advanced data structures to improve the efficiency of algorithms With Algorithms in a Nutshell, you'll learn how to improve the performance of key algorithms essential for the success of your software applications.

MySQL and JSON: A Practical Programming Guide-David Stokes 2018-06-08 Practical instruction on using JavaScript Object Notation (JSON) with MySQL This hands-on guide teaches, step by step, how to use JavaScript Object Notation (JSON) with MySQL. Written by a MySQL Community Manager for Oracle, MySQL and JSON: A Practical Programming Guide shows how to quickly get started using JSON with MySQL and clearly explains the latest tools and functions. All content is based on the author's years of interaction with MySQL professionals. Throughout, real-world examples and sample code guide you through the syntax and application of each method. You will get in-depth coverage of programming with the MySQL Document Store. •See how JavaScript Object Notation (JSON) works with MySQL•Use JSON as string data and JSON as a data type•Find the path, load data, and handle searches with REGEX•Work with JSON and non-JSON output•Build virtual generated columns and stored generated columns•Generate complex geometries using GeoJSON•Convert and manage data with JSON functions•Access JSON data, collections, and tables through MySQL Document Store

Programming C# 8.0-Ian Griffiths 2019-11-26 C# is undeniably one of the most versatile programming languages available to engineers today. With this comprehensive guide, you'll learn just how powerful the combination of C# and .NET can be. Author Ian Griffiths guides you through C# 8.0 fundamentals and techniques for building cloud, web, and desktop applications. Designed for experienced programmers, this book provides many code examples to help you work with the nuts and bolts of C#, such as generics, LINQ, and asynchronous programming features. You'll get up to speed on .NET Core and the latest C# 8.0 additions, including asynchronous streams, nullable references, pattern matching, default interface implementation, ranges and new indexing syntax, and changes in the .NET tool chain. Discover how C# supports fundamental coding features, such as classes, other custom types, collections, and error handling Learn how to write high-performance memory-efficient code with .NET Core's Span and Memory types Query and process diverse data sources, such as in-memory object models, databases, data streams, and XML documents with LINQ Use .NET's multithreading features to exploit your computer's parallel processing capabilities Learn how asynchronous language features can help improve application responsiveness and scalability

Monitoring with Graphite-Jason Dixon 2017-03-13 Graphite has become one of the most powerful monitoring tools available today, due to its ease of use, rapid graph prototyping abilities, and a friendly rendering API. With this practical guide, system administrators and engineers will learn how to use this open source tool to track operational data you need to monitor your systems, as well as application-level metrics for profiling your services. Author Jason Dixon, member of the Graphite project, provides a thorough introduction of Graphite from the basics to the skills and tools you need for troubleshooting and scaling out its software components. If you want to learn more about monitoring systems, services, or applications, this is the book you need. Get an introduction to monitoring, including important concepts and terminology Examine the features and functionality of key Graphite components, including Carbon and Whisper Learn the typical user workflow necessary to create a basic line chart Build complex charts with chained functions and multiple axes that interact directly with the rendering API Understand how to use the native Graphite dashboard, as well as the more popular third-party dashboards Master the art of scaling and troubleshooting high-performance or highly available Graphite clusters

R in Action-Robert Kabacoff 2011 The ability to interpret and act on the massive amounts of information locked in web and enterprise systems is critical to success in the modern business economy. R, a free software environment for statistical computing and graphics, is a comprehensive package that empowers developers and analysts to capture, process, and respond intelligently to statistical information. R in Action is the first book to present both the R system and the use cases that make it such a compelling package for business developers. The book begins by introducing the R language, and then moves on to various examples illustrating R's features. Coverage includes data mining methodologies, approaches to messy data, R's extensive graphical environment, useful add-on modules, and how to interface R with other software platforms and data management systems.

Statistical Power Analysis for the Behavioral Sciences-Jacob Cohen 2013-05-13 Statistical Power Analysis is a nontechnical guide to power analysis in research planning that provides users of applied statistics with the tools they need for more effective analysis. The Second Edition includes: * a chapter covering power analysis in set correlation and multivariate methods; * a chapter considering effect size, psychometric reliability, and the efficacy of "qualifying" dependent variables and; * expanded power and sample size tables for multiple regression/correlation.

Pro D3.js-Marcos Iglesias 2019-10-31 Go beyond the basics of D3.js to create maintainable, modular, and testable charts and to package them into a library that can be distributed as open source software or kept for private use. This book will show you how to transform regular D3.js chart code into reusable and extendable modules. You know the basics of working with D3.js, but it's time to become a professional D3.js practitioner. This book is your launching pad to refactoring code, composing complex visualizations from small components, working as a team with other developers, and integrating charts with a Continuous Integration system. You'll begin by creating a production-ready chart using D3.js v5, ES2015, and a test-driven approach and then move on to using and extending Britecharts, the reusable charting library based on Reusable API patterns. Finally, you'll see how to use D3.js along with React to document and build your charts to compose a charting library you can release into the NPM repository. With Pro D3.js, you'll become an accomplished D3.js developer in no time. What You Will Learn Create v5 D3.js charts with ES2016 and unit tests Develop modular, testable and extensible code with the Reusable API pattern Work with and extend Britecharts, a reusable charting library created at Eventbrite Use Webpack and npm to create and publish a charting library from your own chart collections Write reference documentation and build a documentation homepage for your library. Who This Book Is For Data scientists, data visualization engineers, and frontend developers with a fundamental knowledge of D3.js and some experience with JavaScript, as well as data journalists and consultants.

PostGIS in Action, Third Edition-Leo S. Hsu 2020-11-24 PostGIS in Action, Third Edition teaches you to solve real-world geodata problems. It first gives you a background in vector-, raster-, and topology-based GIS and then quickly moves into analyzing, viewing, and mapping data. You'll learn how to optimize queries for maximum speed, simplify geometries for greater efficiency, and create custom functions for your own applications. You'll also learn how to apply your existing GIS knowledge to PostGIS and integrate with other GIS tools. Fully updated to the latest versions of PostGIS and PostgreSQL, this Third Edition covers new PostGIS features including Foreign Data Wrappers, Database as a Service, parallelization of queries, and new JSON and Vector Tiles functions that help in creating web mapping applications. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

Flask Web Development-Miguel Grinberg 2018-03-05 Take full creative control of your web applications with Flask, the Python-based microframework. With the second edition of this hands-on book, you'll learn the framework from the ground up by developing, step-by-step, a real-world project created by author Miguel Grinberg. This refreshed edition accounts for important technology changes that have occurred in the past three years. You'll learn the framework's core functionality, as well as how to extend applications with advanced web techniques such as database migration and web service communication. The first part of each chapter provides you with reference and background for the topic in question, while the second part guides you through a hands-on implementation of the topic. If you have Python experience, this book shows you how to take advantage of the creative freedom Flask provides.

Python for Data Analysis-Wes McKinney 2017-09-25 Get complete instructions for manipulating, processing, cleaning, and crunching datasets in Python. Updated for Python 3.6, the second edition of this hands-on guide is packed with practical case studies that show you how to solve a broad set of data analysis problems effectively. You'll learn the latest versions of pandas, NumPy, IPython, and Jupyter in the process. Written by Wes McKinney, the creator of the Python pandas project, this book is a practical, modern introduction to data science tools in Python. It's ideal for analysts new to Python and for Python programmers new to data science and scientific computing. Data files and related material are available on GitHub. Use the IPython shell and Jupyter notebook for exploratory computing Learn basic and advanced features in NumPy (Numerical Python) Get started with data analysis tools in the pandas library Use flexible tools to load, clean, transform, merge, and reshape data Create informative visualizations with matplotlib Apply the pandas groupby facility to slice, dice, and summarize datasets Analyze and manipulate regular and irregular time series data Learn how to solve real-world data analysis problems with thorough, detailed examples

Advanced Engineering Electromagnetics-Constantine A. Balanis 2012-01-24 Balanis' second edition of Advanced Engineering Electromagnetics - a global best-seller for over 20 years - covers the advanced knowledge engineers involved in electromagnetic need to know, particularly as the topic relates to the fast-moving, continually evolving, and rapidly expanding field of wireless communications. The immense interest in wireless communications and the expected increase in wireless communications systems projects (antenna, microwave and wireless communication) points to an increase in the number of engineers needed to specialize in this field. In addition, the Instructor Book Companion Site contains a rich collection of multimedia resources for use with this text. Resources include: Ready-made lecture notes in Power Point format for all the chapters. Forty-nine MATLAB® programs to compute, plot and animate some of the wave phenomena Nearly 600 end-of-chapter problems, that's an average of 40 problems per chapter (200 new problems; 50% more than in the first edition) A thoroughly updated Solutions Manual 2500 slides for Instructors are included.

Data Science from Scratch-Joel Grus 2015-04-14 Data science libraries, frameworks, modules, and toolkits are great for doing data science, but they're also a good way to dive into the discipline without actually understanding data

science. In this book, you'll learn how many of the most fundamental data science tools and algorithms work by implementing them from scratch. If you have an aptitude for mathematics and some programming skills, author Joel Grus will help you get comfortable with the math and statistics at the core of data science, and with hacking skills you need to get started as a data scientist. Today's messy glut of data holds answers to questions no one's even thought to ask. This book provides you with the know-how to dig those answers out. Get a crash course in Python Learn the basics of linear algebra, statistics, and probability—and understand how and when they're used in data science Collect, explore, clean, munge, and manipulate data Dive into the fundamentals of machine learning Implement models such as k-nearest Neighbors, Naive Bayes, linear and logistic regression, decision trees, neural networks, and clustering Explore recommender systems, natural language processing, network analysis, MapReduce, and databases Data Visualization with D3 and AngularJS-Christoph Körner 2015-04-27 If you are a web developer with experience in AngularJS and want to implement interactive visualizations using D3.js, this book is for you. Knowledge of SVG or D3.js will give you an edge to get the most out of this book.

A First Course in the Finite Element Method-Daryl L. Logan 2011-01-01 A FIRST COURSE IN THE FINITE ELEMENT METHOD provides a simple, basic approach to the course material that can be understood by both undergraduate and graduate students without the usual prerequisites (i.e. structural analysis). The book is written primarily as a basic learning tool for the undergraduate student in civil and mechanical engineering whose main interest is in stress analysis and heat transfer. The text is geared toward those who want to apply the finite element method as a tool to solve practical physical problems. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Numerical Optimization-Jorge Nocedal 2006-06-06 The new edition of this book presents a comprehensive and up-to-date description of the most effective methods in continuous optimization. It responds to the growing interest in optimization in engineering, science, and business by focusing on methods best suited to practical problems. This edition has been thoroughly updated throughout. There are new chapters on nonlinear interior methods and derivative-free methods for optimization, both of which are widely used in practice and are the focus of much current research. Because of the emphasis on practical methods, as well as the extensive illustrations and exercises, the book is accessible to a wide audience.

Enumerative Combinatorics:-Richard P. Stanley 2011-12-12 "Richard Stanley's two-volume basic introduction to enumerative combinatorics has become the standard guide to the topic for students and experts alike. This thoroughly revised second edition of Volume 1 includes ten new sections and more than 300 new exercises, most with solutions, reflecting numerous new developments since the publication of the first edition in 1986. The author brings the coverage up to date and includes a wide variety of additional applications and examples, as well as updated and expanded chapter bibliographies. Many of the less difficult new exercises have no solutions so that they can more easily be assigned to students. The material on P-partitions has been rearranged and generalized; the treatment of permutation statistics has been greatly enlarged; and there are also new sections on q-analogues of permutations, hyperplane arrangements, the cd-index, promotion and evacuation and differential posets"--

Mastering Blockchain-Imran Bashir 2018-03-30 Learn about cryptography and cryptocurrencies, so you can build highly secure, decentralized applications and conduct trusted in-app transactions. Key Features Get to grips with the underlying technical principles and implementations of blockchain Build powerful applications using Ethereum to secure transactions and create smart contracts Explore cryptography, mine cryptocurrencies, and solve scalability issues with this comprehensive guide Book Description A blockchain is a distributed ledger that is replicated across multiple nodes and enables immutable, transparent and cryptographically secure record-keeping of transactions. The blockchain technology is the backbone of cryptocurrencies, and it has applications in finance, government, media and almost all other industries. Mastering Blockchain, Second Edition has been thoroughly updated and revised to provide a detailed description of this leading technology and its implementation in the real world. This book begins with the technical foundations of blockchain technology, teaching you the fundamentals of distributed systems, cryptography and how it keeps data secure. You will learn about the mechanisms behind cryptocurrencies and how to develop applications using Ethereum, a decentralized virtual machine. You will also explore different other blockchain solutions and get an introduction to business blockchain frameworks under Hyperledger, a collaborative effort for the advancement of blockchain technologies hosted by the Linux Foundation. You will also be shown how to implement blockchain solutions beyond currencies, Internet of Things with blockchain, blockchain scalability, and the future scope of this fascinating and powerful technology. What you will learn Master the theoretical and technical foundations of the blockchain technology Understand the concept of decentralization, its impact, and its relationship with blockchain technology Master how cryptography is used to secure data - with practical examples Grasp the inner workings of blockchain and the mechanisms behind bitcoin and alternative cryptocurrencies Understand the theoretical foundations of smart contracts Learn how Ethereum blockchain works and how to develop decentralized applications using Solidity and relevant development frameworks Identify and examine applications of the blockchain technology - beyond currencies Investigate alternative blockchain solutions including Hyperledger, Corda, and many more Explore research topics and the future scope of blockchain technology Who this book is for This book will appeal to those who wish to build fast, highly secure, transactional applications. It targets people who are familiar with the concept of blockchain and are comfortable with a programming language.

PgRouting-Regina Obe 2015-10-31 What is pgRouting? It's a PostgreSQL extension for developing network routing applications and doing graph analysis. This book will give you all the tools and information you need to get started with pgRouting, as well as complete code examples and even how to deploy your project to the web.

SVG Essentials-J. David Eisenberg 2002-02-05 Scalable Vector Graphics -- or SVG -- is the new XML-based graphics standard from the W3C that will enable Web documents to be smaller, faster and more interactive. J. David Eisenberg's insightful book takes you through the ins and outs of SVG, beginning with basics needed to create simple line drawings and then moving through more complicated features like filters, transformations, and integration with Java, Perl, and XSLT. Unlike GIFs, JPEGs or PNGs (which are bitmapped), SVG images are both resolution- and device-independent, so that they can scale up or down to fit proportionally into any size display or any Internet device -- from PDAs to large office monitors and high-resolution printers. Smaller than bitmapped files and faster to download, SVG images can be rendered with different CSS styles for each environment. They work well across a range of available bandwidths. SVG makes it possible for designers to escape the constant need to update graphics by hand or use custom code to generate bitmap images. And while SVG was created with the Web in mind, the language has a variety of other uses. SVG greatly simplifies tasks like: Creating web sites whose graphics reflect the content of the page, changing automatically if the content changes Generating graphs and charts from information stored in a wide variety of sources Exchanging detailed drawings, from architectural plans to CAD layouts to project management diagrams Creating diagrams that users can explore by zooming in and panning around Generating bitmap images for use in older browsers using simple automatable templates Managing graphics that support multiple languages or translations Creating complex animation By focusing sharply on the markup at the foundation of SVG, SVG Essentials gives you a solid base on which to create your own custom tools. Explanations of key technical tools -- like XML, matrix math, and scripting -- are included as appendices, along with a reference to the SVG vocabulary. Whether you're a graphic designer in search of new tools or a programmer dealing with the complex task of creating and managing graphics, SVG Essentials provides you with the means to take advantage of SVG.

Functional Programming in JavaScript-Dan Mantyla 2015-03-25 If you are a JavaScript developer interested in learning functional programming, looking for the quantum leap towards mastering the JavaScript language, or just want to become a better programmer in general, then this book is ideal for you. It is aimed at programmers involved in developing reactive frontend apps, server-side apps that wrangle with reliability and concurrency, and everything in between.

The Mathematics of Diffusion-John Crank 1979 Though it incorporates much new material, this new edition preserves the general character of the book in providing a collection of solutions of the equations of diffusion and describing how these solutions may be obtained.

Data Visualization with JavaScript-Stephen A. Thomas 2015 You've got data to communicate. But what kind of visualization do you choose, how do you build it, and how do you ensure that it's up to the demands of the Web? In Data Visualization with JavaScript, you'll learn how to use JavaScript, HTML, and CSS to build the most practical visualizations for your data. Step-by-step examples walk you through creating, integrating, and debugging different types of visualizations and will have you building basic visualizations, like bar, line, and scatter graphs, in no time. Then you'll move on to more advanced topics, including how to: Create tree maps, heat maps, network graphs, word clouds, and timelines Map geographic data, and build sparklines and composite charts Add interactivity and retrieve data with AJAX Manage data in the browser and build data-driven web applications Harness the power of the Flotr2, Flot, Chronoline.js, D3.js, Underscore.js, and Backbone.js libraries If you already know your way around building a web page but aren't quite sure how to build a good visualization, Data Visualization with JavaScript will help you get your feet wet without throwing you into the deep end. Before you know it, you'll be well on your way to creating simple, powerful data visualizations.

A Treatise on Electricity and Magnetism-James Clerk Maxwell 1904 V. 1. Preliminary: On the measurement of quantities. pt. I Electrostatics ; pt. II Electrokinematics -- v. 2, pt. III. Magnetism ; pt. IV. Electromagnetism.
A First Course in General Relativity-Bernard Schutz 2009-05-14 Second edition of a widely-used textbook providing the first step into general relativity for undergraduate students with minimal mathematical background.
Geometry, Topology and Physics-Mikio Nakahara 2018-10-03 Differential geometry and topology have become essential tools for many theoretical physicists. In particular, they are indispensable in theoretical studies of condensed matter physics, gravity, and particle physics. Geometry, Topology and Physics, Second Edition introduces the ideas and techniques of differential geometry and topology at a level suitable for postgraduate students and researchers in these fields. The second edition of this popular and established text incorporates a number of changes designed to meet the needs of the reader and reflect the development of the subject. The book features a considerably expanded first chapter, reviewing aspects of path integral quantization and gauge theories. Chapter 2 introduces the mathematical concepts of maps, vector spaces, and topology. The following chapters focus on more elaborate concepts in geometry and topology and discuss the application of these concepts to liquid crystals, superfluid helium, general relativity, and bosonic string theory. Later chapters unify geometry and topology, exploring fiber bundles, characteristic classes, and index theorems. New to this second edition is the proof of the index theorem in terms of supersymmetric quantum mechanics. The final two chapters are devoted to the most fascinating applications of geometry and topology in contemporary physics, namely the study of anomalies in gauge field theories and the analysis of Polakov's bosonic string theory from the geometrical point of view. Geometry, Topology and Physics, Second Edition is an ideal introduction to differential geometry and topology for postgraduate students and researchers in theoretical and mathematical physics.

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