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Environmental Data Analysis is an introductory statistics textbook for environmental science. It covers descriptive, inferential and predictive statistics, centred on the Generalized Linear Model. The key idea behind this book is to approach statistical analyses from

the perspective of maximum likelihood, essentially treating most analyses as (multiple) regression problems. The reader will be introduced to statistical distributions early on, and will learn to deploy models suitable for the data at hand, which in environmental science are often not normally distributed. To make the initially steep learning curve more manageable, each statistical chapter is followed by a walk-through in a corresponding R-based how-to chapter, which reviews the theory and applies it to environmental data. In this way, a coherent and expandable foundation in parametric statistics is laid, which can be expanded in advanced courses. The content has been "field-tested" in several years of courses on statistics for Environmental Science, Geography and Forestry taught at the University of Freiburg. The Power of Example is an interdisciplinary examination of the integral role that examples and exemplification play in anthropological theory and practice. Explores the evocative and persuasive power, both positive and negative, of 'exemplary examples' in social life Includes contributions from established and up-and-coming anthropologists, as well as leading scholars of religious and cultural studies Features an international array of case studies on exemplification from Left radical activists in Denmark to scientific metrological practice in Brazil The fundamentals of computer programming are transferable to all programming languages, and JavaScript is a fantastic language to learn those fundamentals. With JavaScript and this book, you will learn to:

- Use variables to store data and perform calculations;
- Write if/else statements to make decisions;
- Write loops to repeat commands;
- Write functions to organize your code and make it reusable;
- Use arrays to store and process large amounts of data;
- Use the built-in objects and functions in JavaScript to write programs that are more effective

This book is simply jammed full of helpful programming examples, including computing compound interest, the future value of an investment, the volume of a cylinder, the distance between two points, the area of a triangle, the surface area of a pyramid, roots using the quadratic formula. Other examples include determining if a number is prime, finding the greatest common divisor of two numbers, creating an array, filling an array, reversing an array, finding a value in an array, sorting an array, making an HTML document interactive using the document object model (DOM), storing data permanently using local storage, reversing a string of text, counting the occurrences of a character, extracting the family name from a person's full name, transposing musical chords, and many more. Contents Should we tell you the whole story? Of course, there is an inevitable tension in trying to work like this. For example, in Chapter 16 we talk about referential integrity. There are - sentially six different flavors of referential integrity but Access only s- ports four of them (they are the most important ones however, so you aren't missing out on too much). The problem is this. Should we tell you about the other two? If we do, as an Access user you have every right to be annoyed that we are telling you about a feature you can't use. On the other hand, the six different types that we describe are part of the re- tional world and this book is about that world – we are not trying to teach you how to use Access, we are simply using Access to illustrate the relational model. Ultimately we decided to risk your ire and to describe all of the features of the relational model as we see it, even if Access doesn't support all of them. One advantage of this approach is that if you need to use a different database engine you will almost certainly find the extra information useful. Incidentally, this is not meant to imply that Access is somehow lacking as a relational database engine. The reason we chose it for the first book is that it is such a good example of a relational database tool. Part of the new Digital Filmmaker Series! Digital Filmmaking: An Introduction is the first book in the new Digital Filmmaker Series. Designed for an introductory level course in digital filmmaking, it is intended for anyone who has an interest in telling stories with pictures and sound and won't assume any familiarity with equipment or concepts on the part of the student. In addition to the basics of shooting and editing, different story forms are introduced from documentary and live events through fictional narratives. Each of the topics is covered in enough depth to allow anyone with a camera and a computer to begin creating visual projects of quality. We want our students to know that learning is as important a goal as problem solving in mathematics. Failing to solve a problem but learning something from studying the solution is not a failure at all. Because understanding a new idea is itself a creative process, as mathematically impressive as discovering it in the first place. And it's also just as valuable - mathematics needs people who are able to learn challenging ideas with depth. If what we mainly value is problem solving, studying a solution is just giving up. But if we value achieving mathematical understanding, we can see the studying of a solution for what it is: a core mathematical act. And that's why studying mathematical examples is so valuable. Master algorithms programming using Lisp, including the most important data structures and algorithms. This book also covers the essential tools that help in the development of algorithmic code to give you all you need to enhance your code. Programming Algorithms in Lisp shows real-world engineering considerations and constraints that influence the programs that use these algorithms. It includes practical use cases of the applications of the algorithms to a variety of real-world problems. You will: Program algorithms using the Lisp programming language Work with data structures, arrays, key-values, hash-tables, trees, graphs, and more Use dynamic programming Program using strings Work with approximations and compression . This book strikes a healthy balance between theory and applications, ensuring that it doesn't offer a set of tools with no mathematical roots. It is intended as a comprehensive and largely self-contained introduction to probability and statistics for university students from various faculties, with accompanying implementations of some rudimentary statistical techniques in the language R. The content is divided into three basic parts: the first includes elements of probability theory, the second introduces readers to the basics of descriptive and inferential statistics (estimation, hypothesis testing), and the third presents the elements of correlation and linear regression analysis. Thanks to examples showing how to approach real-world problems using statistics, readers will acquire stronger analytical thinking skills, which are essential for analysts and data scientists alike. "Real World Functional Programming" is a unique tutorial that explores the functional programming model through the F# and C# languages. Statistical Rethinking: A Bayesian Course with Examples in R and Stan builds readers' knowledge of and confidence in statistical modeling. Reflecting the need for even minor programming in today's model-based statistics, the book pushes readers to perform step-by-step calculations that are usually automated. This unique computational approach ensures that readers understand enough of the details to make reasonable choices and interpretations in their own modeling work. The text presents generalized linear multilevel models from a Bayesian perspective, relying on a simple logical interpretation of Bayesian probability and maximum entropy. It covers from the basics of regression to multilevel models. The author also discusses measurement error, missing data, and Gaussian process models for spatial and network autocorrelation. By using complete R code examples throughout, this book provides a practical foundation for performing statistical inference. Designed for both PhD students and seasoned professionals in the natural and social sciences, it prepares them for more advanced or specialized statistical modeling. Web Resource The book is accompanied by an R package (rethinking) that is available on the author's website and GitHub. The two core functions (map and map2stan) of this package allow a variety of statistical models to be constructed from standard model formulas. In a field as

rapidly expanding as digital signal processing, even the topics relevant to the basics change over time both in their nature and their relative importance. It is important, therefore, to have an up-to-date text that not only covers the fundamentals, but that also follows a logical development that leaves no gaps readers must somehow bridge by themselves. *Digital Signal Processing with Examples in MATLAB®* is just such a text. The presentation does not focus on DSP in isolation, but relates it to continuous signal processing and treats digital signals as samples of physical phenomena. The author also takes care to introduce important topics not usually addressed in signal processing texts, including the discrete cosine and wavelet transforms, multirate signal processing, signal coding and compression, least squares systems design, and adaptive signal processing. He also uses the industry-standard software MATLAB to provide examples of signal processing, system design, spectral analysis, filtering, coding and compression, and exercise solutions. All of the examples and functions used in the text are available online at www.crcpress.com. Designed for a one-semester upper-level course but also ideal for self-study and reference, *Digital Signal Processing with Examples in MATLAB* is complete, self-contained, and rigorous. For basic DSP, it is quite simply the only book you need. A system may be studied by distinguishing its major components, characterizing the changes in them by differential equations that form their simplified representations, and then interconnecting these representations to obtain a model of the original system. Developing the model is the systems synthesis phase. The behaviour of the model may now be studied and compared with experimental results obtained from the system. This research method is called systems analysis and simulation. Systems analysis and simulation can serve to make predictions, to improve the insight in systems, and to test knowledge on consistency and completeness. Predictive models are rare in ecology, simply because the underlying processes which form the basis of the models are seldom well known. A successful example of a predictive model was the work of van Keulen (1975). He showed that under semi arid conditions, where water is the main factor controlling primary production, the simulation technique could predict the production of natural grasslands. Fair predictions could also be made for the Sahelian pastures (Penning de Vries & Djiteye, 1982). Predictive models of populations of different pest and disease organisms are being used in biological control systems (Zadoks et al., 1984). The book introduces Bayesian networks using simple yet meaningful examples. Discrete Bayesian networks are described first followed by Gaussian Bayesian networks and mixed networks. All steps in learning are illustrated with R code. This book presents classical and modern topics in cell physiology, with a focus on the function of nerve, muscle, and secretory cells. The laws of diffusion, electricity, and mass action are explained and applied to elucidate the mechanisms by which cells establish a resting membrane potential, achieve osmotic balance, generate action potentials, initiate secretion, and control muscle contraction. The book is experimentally-grounded but also introduces students to Python, a modern, easy-to-learn programming language with powerful scientific and graphical capabilities. Python programs are used throughout the book to illustrate important physiological principles and results. These programs, the explanatory text, and the exercises at the end of each chapter provide a unique framework for the exploration of cell physiology at a quantitative and mechanistic level. This textbook offers an essential introduction to survey research and quantitative methods. Building on the premise that statistical methods need to be learned in a practical fashion, the book guides students through the various steps of the survey research process and helps to apply those steps toward a real example. In detail, the textbook introduces students to the four pillars of survey research and quantitative analysis: (1) the importance of survey research, (2) preparing a survey, (3) conducting a survey and (4) analyzing a survey. Students are shown how to create their own questionnaire based on some theoretically derived hypotheses to achieve empirical findings for a solid dataset. Lastly, they use said data to test their hypotheses in a bivariate and multivariate realm. The book explains the theory, rationale and mathematical foundations of these tests. In addition, it provides clear instructions on how to conduct the tests in SPSS and Stata. Given the breadth of its coverage, the textbook is suitable for introductory statistics, survey research or quantitative methods classes in the social sciences. *Statistical Analysis of Financial Data* covers the use of statistical analysis and the methods of data science to model and analyze financial data. The first chapter is an overview of financial markets, describing the market operations and using exploratory data analysis to illustrate the nature of financial data. The software used to obtain the data for the examples in the first chapter and for all computations and to produce the graphs is R. However discussion of R is deferred to an appendix to the first chapter, where the basics of R, especially those most relevant in financial applications, are presented and illustrated. The appendix also describes how to use R to obtain current financial data from the internet. Chapter 2 describes the methods of exploratory data analysis, especially graphical methods, and illustrates them on real financial data. Chapter 3 covers probability distributions useful in financial analysis, especially heavy-tailed distributions, and describes methods of computer simulation of financial data. Chapter 4 covers basic methods of statistical inference, especially the use of linear models in analysis, and Chapter 5 describes methods of time series with special emphasis on models and methods applicable to analysis of financial data. Features * Covers statistical methods for analyzing models appropriate for financial data, especially models with outliers or heavy-tailed distributions. * Describes both the basics of R and advanced techniques useful in financial data analysis. * Driven by real, current financial data, not just stale data deposited on some static website. * Includes a large number of exercises, many requiring the use of open-source software to acquire real financial data from the internet and to analyze it. Do verb tenses make you tense? Does “affect” vs. “effect” put you in a panic? Help is here! This easy-to-use guide to grammar explains just how the English language works—especially the many ways it can trip you up—so you can write and speak with confidence. You’ll find: •Thorough coverage of key areas of grammar •Easy-to-understand explanations and plenty of exercises to test and refine your skills •An answer key at the back of the book to encourage you to work at your own pace and check your answers as you go •A glossary for a quick review of any grammatical term discussed in the book *Better Grammar in 30 Minutes a Day* allows you to customize your learning—so you can use it even if you have as little as five minutes a day to spare. Like its companion guides in the *Better English* series, this book is just what the teacher ordered—and will have you on your way to being grammatically correct! This book is all about getting you started fast without the need to spend days or even weeks on trying to understand Csharp. This e-book eliminates the common fear of long and complex code that beginners usually face. It has picked some best illustration that is difficult to find anywhere at this price. After reading this book, you will find yourself playing with code on very same day. Exploring yourself to .NET technology is an additional benefit of this book. Readers would prefer using this small e-book as a reference guide to all basic fundamentals of C#; they are all nicely explained. Your prejudice towards coding will no longer be same after going through this e-book. C# is an object-oriented programming language based on C++. It is considered similar to Java, but some of its features are novel and not even found in Java. These includes nullable value types, enumerations, delegates, lambda expression, etc. These powerful features are very useful in building robust applications. If you are not in a position to attend a full-time

course to learn these features. This e-book is a complete guide that covered key learning of Csharp Table Of Content Chapter 1: What is .NET Framework? What is Microsoft .Net Framework? .Net Framework Architecture .NET Components .Net Framework Design Principle Chapter 2: C# and .Net Version History .Net Framework Version History C# Version History Chapter 3: Download and Install Visual Studio How to Download and Install Visual Studio Visual Studio Key Features Chapter 4: C# Hello world Chapter 5: C# Data Types Chapter 6: C# Enum Chapter 7: C# Variables operator C# Variables C# Operators Chapter 8: C# Conditional Statements Flow Control and conditional statements 1) If statement 2) Switch statement 3) While loop 4) For loop Chapter 9: C# Arrays Chapter 10: C# Class and Object What is Class and Object? 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Chapter 13: C# Abstract classes Chapter 14: C# Interface Chapter 15: C# Collections Chapter 16: C# ArrayList Chapter 17: C# Stack Chapter 18: C# Queue Chapter 19: C# Hashtable Chapter 20: C# Windows Forms Application Windows Forms Basics C# Hello World Adding Controls to a form C# Event Handling for Controls Tree and PictureBox Control Chapter 21: C# Database Connection Tutorial Fundamentals of Database connectivity How to connect C# to Database Access data with the SqlDataReader C# Insert Into Database C# Update Database Deleting Records Connecting Controls to Data C# DataGridView Chapter 22: C# File Operations Basics I/O Commands File.Exists File.ReadAllLines File.ReadAllText File.Copy File.Delete Chapter 23: C# Stream Chapter 24: C# Serialization Chapter 25: Coded UI Test Automation Framework Tutorial The ASP.NET framework enables the development of dynamic web pages, which can interface to various database systems. Using the Visual Basic .NET language, readers will be able to begin to create their own web systems with ease. This quick and practical introduction explains: how to set up an ASP.NET development environment, and where to find the various software components; the syntax and features of the language; web-based user interaction using ASP.NET forms; predefined ASP.NET objects; and how ASP.NET can interface with databases. Summary A hands-on guide that will teach how to design and implement scalable, flexible, and open IoT solutions using web technologies. This book focuses on providing the right balance of theory, code samples, and practical examples to enable you to successfully connect all sorts of devices to the web and to expose their services and data over REST APIs. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Because the Internet of Things is still new, there is no universal application protocol. Fortunately, the IoT can take advantage of the web, where IoT protocols connect applications thanks to universal and open APIs. About the Book Building the Web of Things is a guide to using cutting-edge web technologies to build the IoT. This step-by-step book teaches you how to use web protocols to connect real-world devices to the web, including the Semantic and Social Webs. Along the way you'll gain vital concepts as you follow instructions for making Web of Things devices. By the end, you'll have the practical skills you need to implement your own web-connected products and services. What's Inside Introduction to IoT protocols and devices Connect electronic actuators and sensors (GPIO) to a Raspberry Pi Implement standard REST and Pub/Sub APIs with Node.js on embedded systems Learn about IoT protocols like MQTT and CoAP and integrate them to the Web of Things Use the Semantic Web (JSON-LD, RDFa, etc.) to discover and find Web Things Share Things via Social Networks to create the Social Web of Things Build a web-based smart home with HTTP and WebSocket Compose physical mashups with EVERYTHING, Node-RED, and IFTTT About the Reader For both seasoned programmers and those with only basic programming skills. About the Authors Dominique Guinard and Vlad Trifa pioneered the Web of Things and cofounded EVERYTHING, a large-scale IoT cloud powering billions of Web Things. Table of Contents PART 1 BASICS OF THE IOT AND THE WOT From the Internet of Things to the Web of Things Hello, World Wide Web of Things Node.js for the Web of Things Getting started with embedded systems Building networks of Things PART 2 BUILDING THE WOT Access: Web APIs for Things Implementing Web Things Find: Describe and discover Web Things Share: Securing and sharing Web Things Summary The Art of Unit Testing, Second Edition guides you step by step from writing your first simple tests to developing robust test sets that are maintainable, readable, and trustworthy. You'll master the foundational ideas and quickly move to high-value subjects like mocks, stubs, and isolation, including frameworks such as Moq, FakeItEasy, and Typemock Isolator. You'll explore test patterns and organization, working with legacy code, and even "untestable" code. Along the way, you'll learn about integration testing and techniques and tools for testing databases and other technologies. About this Book You know you should be unit testing, so why aren't you doing it? If you're new to unit testing, if you find unit testing tedious, or if you're just not getting enough payoff for the effort you put into it, keep reading. The Art of Unit Testing, Second Edition guides you step by step from writing your first simple unit tests to building complete test sets that are maintainable, readable, and trustworthy. You'll move quickly to more complicated subjects like mocks and stubs, while learning to use isolation (mocking) frameworks like Moq, FakeItEasy, and Typemock Isolator. You'll explore test patterns and organization, refactor code applications, and learn how to test "untestable" code. Along the way, you'll learn about integration testing and techniques for testing with databases. The examples in the book use C#, but will benefit anyone using a statically typed language such as Java or C++. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. What's Inside Create readable, maintainable, trustworthy tests Fakes, stubs, mock objects, and isolation (mocking) frameworks Simple dependency injection techniques Refactoring legacy code About the Author Roy Oshero has been coding for over 15 years, and he consults and trains teams worldwide on the gentle art of unit testing and test-driven development. His blog is at ArtOfUnitTesting.com. Table of Contents PART 1 GETTING STARTED The basics of unit testing A first unit test PART 2 CORE TECHNIQUES Using stubs to break dependencies Interaction testing using mock objects Isolation (mocking) frameworks Digging deeper into isolation frameworks PART 3 THE TEST CODE Test hierarchies and organization The pillars of good unit tests PART 4 DESIGN AND PROCESS Integrating unit testing into the organization Working with legacy code Design and testability Take tiny steps to enter the big world of data science through this interesting guide Key features Acquire basic concepts related to python programming Understand the core functionalities of Python Programming Provide the information regarding idle IDE Computational Problem solving in Python Object oriented concepts in Python Database connectivity with Python Description In the last few years, python gained popularity and became the first choice of the students, teachers as well as professionals. It is being used in different fields such as education, software development, website development and also in various advanced research. In the field of education it allows students to learn the programming language in an easier and efficient manner. In the information technology field it can be used as a language for creating softwares as well as for web developments. It can be integrated with different platforms like Django. In research, Python programming can be used in simulation or it can be used for machine learning techniques. The primary goal of this text is to create a pedagogically sound and

accessible textbook that emphasises on core concepts of Python programming. The book contains lots of practical examples to show the working of a particular code construct. The book can be very helpful in order to learn the basic and advance concepts of python programming. In the beginning of the book the focus is on the basic concepts related to core python programming starting from the installation phase of python interpreter to building the concepts for the reader towards python programming. Then the book moves towards the concept of different statements and programming conditions that python programming can handle in an easier manner. It then moves to the concepts related to object oriented programming and at last the reader will get to know about the database connectivity with the python program.

What will you learn
You can learn the core concept related to python programming
You will get to learn how to program in python
You can learn how Python programming helps to solve computational problems
By reading this book you can learn how to work with python
You will get familiarity with the python programming concepts. You will learn how to operate idle IDE and how it can be used to write python program in easier way. Who this book is for
The book is intended for anyone who wish to learn python programming language. This book also covers the syllabus of various universities and readers can use this book as a help in their academic education. This book can be used by readers to start with python programming from basics to advanced level even without having any prior knowledge of python programming.

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14. Database Design in Python

About the author
Rydhm Beri teaches in BBK DAV College for Women, Amritsar, as an Assistant Professor, since last three years and has 5 years of experience in the field of education and 3 years of experience in research. Her research interests include MANETs, Cloud computing, IOT, Fog Computing. She has done M.Sc. Computer Science from BBK DAV College for Women, Amritsar and MCA from Lovely Professional University and is currently pursuing Ph.D. in the field of IOT and embedded systems. She has a deep knowledge of programming and has worked for different projects in languages like, .Net, Java, PHP and Python. Currently she is working on Python programming and relate it to IOT and Machine learning field. She has published 19 research papers out of which 17 are international and 2 are national research papers. She has also been working as a reviewer in conferences and journals. In her leisure time, she likes to attend workshops and conferences and likes to program applications.

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Statistical Rethinking: A Bayesian Course with Examples in R and Stan builds your knowledge of and confidence in making inferences from data. Reflecting the need for scripting in today's model-based statistics, the book pushes you to perform step-by-step calculations that are usually automated. This unique computational approach ensures that you understand enough of the details to make reasonable choices and interpretations in your own modeling work. The text presents causal inference and generalized linear multilevel models from a simple Bayesian perspective that builds on information theory and maximum entropy. The core material ranges from the basics of regression to advanced multilevel models. It also presents measurement error, missing data, and Gaussian process models for spatial and phylogenetic confounding. The second edition emphasizes the directed acyclic graph (DAG) approach to causal inference, integrating DAGs into many examples. The new edition also contains new material on the design of prior distributions, splines, ordered categorical predictors, social relations models, cross-validation, importance sampling, instrumental variables, and Hamiltonian Monte Carlo. It ends with an entirely new chapter that goes beyond generalized linear modeling, showing how domain-specific scientific models can be built into statistical analyses.

Features
Integrates working code into the main text
Illustrates concepts through worked data analysis examples
Emphasizes understanding assumptions and how assumptions are reflected in code
Offers more detailed explanations of the mathematics in optional sections
Presents examples of using the dagitty R package to analyze causal graphs
Provides the rethinking R package on the author's website and on GitHub

Natural history, the deliberate observation of the environment, is arguably the oldest science. From purely practical beginnings as a way of finding food and shelter, natural history evolved into the holistic, systematic study of plants, animals, and the landscape. This book chronicles the rise, decline, and ultimate revival of natural history within the realms of science and public discourse. It charts the journey of the naturalist's endeavour from prehistory to the present, underscoring the need for natural history in an era of dynamic environmental change. This book brings together several advanced topics in computer graphics that are important in the areas of game development, three-dimensional animation and real-time rendering. The book is designed for final-year undergraduate or first-year graduate students, who are already familiar with the basic concepts in computer graphics and programming. It aims to provide a good foundation of advanced methods such as skeletal animation, quaternions, mesh processing and collision detection. These and other methods covered in the book are fundamental to the development of algorithms used in commercial applications as well as research. At the core of many engineering problems is the solution of sets of equations and inequalities, and the optimization of cost functions. Unfortunately, except in special cases, such as when a set of equations is linear in its unknowns or when a convex cost function has to be minimized under convex constraints, the results obtained by conventional numerical methods are only local and cannot be guaranteed. This means, for example, that the actual global minimum of a cost function may not be reached, or that some global minimizers of this cost function may escape detection. By contrast, interval analysis makes it possible to obtain guaranteed approximations of the set of all the actual solutions of the problem being considered. This, together with the lack of books presenting interval techniques in such a way that they could become part of any engineering numerical tool kit, motivated the writing of this book. The adventure started in 1991 with the preparation by Luc Jaulin of his PhD thesis, under Eric Walter's supervision. It continued with their joint supervision of Olivier Didrit's and Michel Kieffer's PhD theses. More than two years ago, when we presented our book project to Springer, we naively thought that redaction would be a simple matter, given what had already been achieved . . .

Based on fundamental principles from mathematics, linear systems, and signal analysis, digital signal processing (DSP) algorithms are useful for extracting information from signals collected all around us. Combined with today's powerful computing capabilities, they can be used in a wide range of application areas, including engineering, communication

A user-friendly reference guide plus workbook containing the most important rules of English grammar, punctuation, capitalization, and writing numbers that people need every day. Full of helpful, real-world examples, exercises, tests, and answers. Perfect for business professionals, professors, teachers, students, and home schooling families, The Blue Book of Grammar and Punctuation is used in hundreds of universities, high schools, middle schools and corporations through the United States as well as in developing nations. Take an online quiz, get editing help, order the book, join the Q&A club, read Jane Straus's articles, or register for her monthly newsletter. This book should be of interest to senior undergraduate and postgraduate students of applied

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Statistical Analysis of Financial Data covers the use of statistical analysis and the methods of data science to model and analyze financial data. The first chapter is an overview of financial markets, describing the market operations and using exploratory data analysis to illustrate the nature of financial data. The software used to obtain the data for the examples in the first chapter and for all computations and to produce the graphs is R. However discussion of R is deferred to an appendix to the first chapter, where the basics of R, especially those most relevant in financial applications, are presented and illustrated. The appendix also describes how to use R to obtain current financial data from the internet. Chapter 2 describes the methods of exploratory data analysis, especially graphical methods, and illustrates them on real financial data. Chapter 3 covers probability distributions useful in financial analysis, especially heavy-tailed distributions, and describes methods of computer simulation of financial data. Chapter 4 covers basic methods of statistical inference, especially the use of linear models in analysis, and Chapter 5 describes methods of time series with special emphasis on models and methods applicable to analysis of financial data.

Features

- * Covers statistical methods for analyzing models appropriate for financial data, especially models with outliers or heavy-tailed distributions.
- * Describes both the basics of R and advanced techniques useful in financial data analysis.
- * Driven by real, current financial data, not just stale data deposited on some static website.
- * Includes a large number of exercises, many requiring the use of open-source software to acquire real financial data from the internet and to analyze it.

Learn Java with examples in BlueJ, gets you started programming in Java right away. Learning a complex new language is not an easy task especially when it's an object-oriented programming language like Java. This practical beginner's guide enables you to: Gain a solid understanding of Java. Understand difference between Procedure Oriented Programming (POP) and Object Oriented Programming (OOP). Teach you fundamental concepts of Object Oriented Programming, Objects and Classes. Each program shown with its associated output. Explanation of difficult lines of code. All programs compiled and executed in the BlueJ Development Environment. Extensive examples provided in each chapter. Empower you to develop logical and analytical thinking using object-oriented approach in Java. A hands-on and exercise-rich book in Java programming for beginners. Start brewing up great programs with Java! Knowledge of other programming languages is not required. Book designed to teach Java in readable style with small and direct programs making even arcane concepts clear. Improve your coding skills and learn how to write readable code. Rather than teach basic programming, this book presumes that readers understand the fundamentals, and offers time-honed best practices for style, design, documenting, testing, refactoring, and more. Taking an informal, conversational tone, author Michael Stueben offers programming stories, anecdotes, observations, advice, tricks, examples, and challenges based on his 38 years experience writing code and teaching programming classes. Trying to teach style to beginners is notoriously difficult and can easily appear pedantic. Instead, this book offers solutions and many examples to back up his ideas. Good Habits for Great Coding distills Stueben's three decades of analyzing his own mistakes, analyzing student mistakes, searching for problems that teach lessons, and searching for simple examples to illustrate complex ideas. Having found that most learn by trying out challenging problems, and reflecting on them, each chapter includes quizzes and problems. The final chapter introduces dynamic programming to reduce complex problems to subcases, and illustrates many concepts discussed in the book. Code samples are provided in Python and designed to be understandable by readers familiar with any modern programming language. At the end of this book, you will have acquired a lifetime of good coding advice, the lessons the author wishes he had learned when he was a novice. What You'll Learn

- Create readable code through examples of good and bad style
- Write difficult algorithms by comparing your code to the author's code
- Derive and code difficult algorithms using dynamic programming
- Understand the psychology of the coding process

Who This Book Is For

- Students or novice programmers who have taken a beginning programming course and understand coding basics.
- Teachers will appreciate the author's road-tested ideas that they may apply to their own teaching.

Parallel Computing for Data Science: With Examples in R, C++ and CUDA is one of the first parallel computing books to concentrate exclusively on parallel data structures, algorithms, software tools, and applications in data science. It includes examples not only from the classic "n observations, p variables" matrix format but also from time series, network graph models, and numerous other structures common in data science. The examples illustrate the range of issues encountered in parallel programming. With the main focus on computation, the book shows how to compute on three types of platforms: multicore systems, clusters, and graphics processing units (GPUs). It also discusses software packages that span more than one type of hardware and can be used from more than one type of programming language. Readers will find that the foundation established in this book will generalize well to other languages, such as Python and Julia. The bestselling workbook and grammar guide, revised and updated! Hailed as one of the best books around for teaching grammar, **The Blue Book of Grammar and Punctuation** includes easy-to-understand rules, abundant examples, dozens of reproducible quizzes, and pre- and post-tests to help teach grammar to middle and high schoolers, college students, ESL students, homeschoolers, and more. This concise, entertaining workbook makes learning English grammar and usage simple and fun. This updated 12th edition reflects the latest updates to English usage and grammar, and includes answers to all reproducible quizzes to facilitate self-assessment and learning. Clear and concise, with easy-to-follow explanations, offering "just the facts" on English grammar, punctuation, and usage Fully updated to reflect the latest rules, along with even more quizzes and pre- and post-tests to help teach grammar Ideal for students from seventh grade through adulthood in the US and abroad For anyone who wants to understand the major rules and subtle guidelines of English grammar and usage, **The Blue Book of Grammar and Punctuation** offers comprehensive, straightforward instruction. **Numerical Simulation of Optical Wave Propagation** is solely dedicated to wave-optics simulations. The book discusses digital Fourier transforms (FT), FT-based operations, multiple methods of wave-optics simulations, sampling requirements, and simulations in atmospheric turbulence.