

Pro Git

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Probabilistic Machine Learning - Kevin P. Murphy 2022-03-01

A detailed and up-to-date introduction to machine learning, presented through the unifying lens of probabilistic modeling and Bayesian decision theory. This book offers a detailed and up-to-date introduction to machine learning (including deep learning) through the unifying lens of probabilistic modeling and Bayesian decision theory. The book covers mathematical background (including linear

algebra and optimization), basic supervised learning (including linear and logistic regression and deep neural networks), as well as more advanced topics (including transfer learning and unsupervised learning). End-of-chapter exercises allow students to apply what they have learned, and an appendix covers notation. Probabilistic Machine Learning grew out of the author's 2012 book, *Machine Learning: A Probabilistic Perspective*. More than just a simple update, this

is a completely new book that reflects the dramatic developments in the field since 2012, most notably deep learning. In addition, the new book is accompanied by online Python code, using libraries such as scikit-learn, JAX, PyTorch, and Tensorflow, which can be used to reproduce nearly all the figures; this code can be run inside a web browser using cloud-based notebooks, and provides a practical complement to the theoretical topics discussed in the book. This introductory text will be followed by a sequel that covers more advanced topics, taking the same probabilistic approach.

Pragmatic Version Control Using Git - Travis Swicegood
2008-12-28

There's a change in the air. High-profile projects such as the Linux Kernel, Mozilla, Gnome, and Ruby on Rails are now using Distributed Version Control Systems (DVCS) instead of the old stand-bys of CVS or Subversion. Git is a modern, fast, DVCS. But

understanding how it fits into your development can be a daunting task without an introduction to the new concepts. Whether you're just starting out as a professional programmer or are an old hand, this book will get you started using Git in this new distributed world.

Learn Version Control with Git - Tobias Günther
2017-02-28

You won't find a top programmer, web developer, or web designer who doesn't use version control. Because it helps you produce better results and makes collaboration easy. Git is one of those version control systems - but not just any: Top projects like the Linux Kernel, Ruby On Rails, or jQuery use Git as their version control system of choice. Around the world, in teams large and small, Git is an essential part of the tool chain. "Learn Version Control with Git" is a beginner-friendly step-by-step course. The book doesn't require a deep technical background. Instead, it's aimed at beginners of

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version control and/or programming, designers, and project managers. Basic topics - from installing Git to a "Command Line 101" - are covered, not expected. While learning all the key features such as Branching and Merging, the book will also explain advanced topics as well as tools and services. Accompanying charts & graphics make it easy to understand even complex facts and workflows. Version control is an essential tool if you want to be successful in today's web & software world. This book will help you master it with ease. What People Say About "Learn Version Control with Git" "At ownCloud, we use Git every day. This course helps everyone learn Git's key features - and be super productive with version control." - Frank Karlitschek, CTO, ownCloud "I love how this book guides you in a way that doesn't require a PhD in computer science - and yet makes you feel like a pro in the end." - Bastian Allgeier, creator of the popular Kirby

CMS "Finally a beginner-friendly introduction to version control with Git. Highly recommended!" - Holger Spielberg, Head of Mobile Payments, PayPal.de [Git Essentials](#) - Ferdinando Santacroce 2015-04-28 If you are a software developer with little or no experience of versioning systems, or are familiar with other centralized versioning systems, then this book is for you. If you have some experience working with command lines or using Linux admin or just using Unix and want to know more about Git, then this book is ideal for you.

Python for Excel - Felix Zumstein 2021-03-04 While Excel remains ubiquitous in the business world, recent Microsoft feedback forums are full of requests to include Python as an Excel scripting language. In fact, it's the top feature requested. What makes this combination so compelling? In this hands-on guide, Felix Zumstein--creator of xlwings, a popular open source package for automating Excel with Python--shows

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experienced Excel users how to integrate these two worlds efficiently. Excel has added quite a few new capabilities over the past couple of years, but its automation language, VBA, stopped evolving a long time ago. Many Excel power users have already adopted Python for daily automation tasks. This guide gets you started. Use Python without extensive programming knowledge Get started with modern tools, including Jupyter notebooks and Visual Studio code Use pandas to acquire, clean, and analyze data and replace typical Excel calculations Automate tedious tasks like consolidation of Excel workbooks and production of Excel reports Use xlwings to build interactive Excel tools that use Python as a calculation engine Connect Excel to databases and CSV files and fetch data from the internet using Python code Use Python as a single tool to replace VBA, Power Query, and Power Pivot

[How to Draw Cars Like a Pro, 2nd Edition](#) - Thom Taylor

2006-05-31

DIVIn this long-awaited follow-up to the best-selling first edition of *How to Draw Cars Like a Pro*, renowned car designer Thom Taylor goes back to the drawing board to update his classic with all-new illustrations and to expand on such topics as the use of computers in design today. Taylor begins with advice on selecting the proper tools and equipment, then moves on to perspective and proportion, sketching and cartooning, various media, and light, shadow, reflection, color, and even interiors. Written to help enthusiasts at all artistic levels, his book also features more than 200 examples from many of today's top artists in the automotive field. Updated to include computerized illustration techniques.

Mastering Git - Jakub Narebski
2016-04-21

Attain expert-level proficiency with Git for enhanced productivity and efficient collaboration by mastering advanced distributed version control features About This

Book Set up Git for solo and collaborative development Harness the full power of Git version control system to customize Git behavior, manipulate history, integrate external tools and explore platform shortcuts A detailed guide, which explains how to apply advanced Git techniques and workflows and ways to handle submodules Who This Book Is For If you are a Git user with reasonable knowledge of Git and familiarity with basic concepts such as branching, merging, staging, and workflows, this is the book for you. Basic knowledge of installing Git and software configuration management concepts is essential. What You Will Learn Explore project history, find revisions using different criteria, and filter and format how history looks Manage your working directory and staging area for commits and interactively create new revisions and amend them Set up repositories and branches for collaboration Submit your own contributions and

integrate contributions from other developers via merging or rebasing Customize Git behavior system-wide, on a per-user, per-repository, and per-file basis Take up the administration and set up of Git repositories, configure access, find and recover from repository errors, and perform repository maintenance Chose a workflow and configure and set up support for the chosen workflow In Detail Git is one of the most popular types of Source Code Management (SCM) and Distributed Version Control System (DVCS). Despite the powerful and versatile nature of the tool enveloping strong support for nonlinear development and the ability to handle large projects efficiently, it is a complex tool and often regarded as “user-unfriendly”. Getting to know the ideas and concepts behind the architecture of Git will help you make full use of its power and understand its behavior. Learning the best practices and recommended workflows should help you to avoid problems and ensure trouble-

free development. The book scope is meticulously designed to help you gain deeper insights into Git's architecture, its underlying concepts, behavior, and best practices. Mastering Git starts with a quick implementation example of using Git for a collaborative development of a sample project to establish the foundation knowledge of Git operational tasks and concepts. Furthermore, as you progress through the book, the tutorials provide detailed descriptions of various areas of usage: from archaeology, through managing your own work, to working with other developers. This book also helps augment your understanding to examine and explore project history, create and manage your contributions, set up repositories and branches for collaboration in centralized and distributed version control, integrate work from other developers, customize and extend Git, and recover from repository errors. By exploring advanced Git practices, you will attain a deeper

understanding of Git's behavior, allowing you to customize and extend existing recipes and write your own. Style and approach Step-by-step instructions and useful information make this book the ultimate guide to understanding and mastering Git. This book will show road to mastery example by example, while explaining mental model of Git. The Introduction section covers the 'Essentials' just for refreshing the basics. The main highlight is that the concepts are based on HOW the technology/framework works and not just practical 'WHAT to do'.

Pro Git (Second Edition). - Scott Chacon 2014

Pro Git (Second Edition) is your fully-updated guide to Git and its usage in the modern world. Git has come a long way since it was first developed by Linus Torvalds for Linux kernel development. It has taken the open source world by storm since its inception in 2005, and this book teaches you how to use it like a pro. Effective and well-implemented version

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control is a necessity for successful web projects, whether large or small. With this book you'll learn how to master the world of distributed version workflow, use the distributed features of Git to the full, and extend Git to meet your every need. Written by Git pros Scott Chacon and Ben Straub, *Pro Git* (Second Edition) builds on the hugely successful first edition, and is now fully updated for Git version 2.0, as well as including an indispensable chapter on GitHub. It's the best book for all your Git needs.

Baby Git Guidebook for Developers - Jacob Stopak
2018-12-25

The *Baby-Git Guidebook for Developers* is intended to accompany the *Baby-Git* project created by Jacob Stopak. *Baby-Git* refers to the very first version of the Git codebase written by Linus Torvalds (the creator of Linux) in 2005. *Baby-Git* is written in the C programming language and consists of about 1,000 lines of code and a total of 7 commands, and they actually

work. The simplicity and "smallness" of the code make *Baby-Git* the perfect codebase for curious developers to study in order to learn how the code works. The fact that arguably the most popular and important tool for collaborative software development in the history of the coding world is simple enough for a novice developer to understand directly from its initial code is really an amazing thing. This guidebook makes the learning experience even easier, by delving into Git's original C code in detail to help developers learn what makes Git tick.

[Git Succinctly](#) - Ryan Hodson
2017-02-01

Are you looking for a new version control system? Perhaps what you're using now is too cumbersome, or you just want to try something new to manage a pet project. With *Git Succinctly* by Ryan Hodson, you can get up and running with one of the fastest-spreading revision control systems out there. Complete with vivid diagrams, clear code

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samples, and a careful walk-through of primary features, this free e-book is your quick guide to how Git operates, what its advantages are, and how you can incorporate it into your own workflow.

[GitLab Cookbook](#) - Jeroen van Baarsen 2014-12-24

This book is aimed at developers and devops that have a GitLab server running, and want to be sure they use it to its full potential. This book will also be useful for people looking for a great Git platform, and learn how to set it up successfully. Some system administrating experience on a UNIX-based system would be useful, but is not required.

Professional Git - Brent Laster 2016-11-28

Leverage the power of Git to smooth out the development cycle Professional Git takes a professional approach to learning this massively popular software development tool, and provides an up-to-date guide for new users. More than just a development manual, this book helps you get into the Git mindset—extensive discussion

of corollaries to traditional systems as well as considerations unique to Git help you draw upon existing skills while looking out—and planning for—the differences. Connected labs and exercises are interspersed at key points to reinforce important concepts and deepen your understanding, and a focus on the practical goes beyond technical tutorials to help you integrate the Git model into your real-world workflow. Git greatly simplifies the software development cycle, enabling users to create, use, and switch between versions as easily as you switch between files. This book shows you how to harness that power and flexibility to streamline your development cycle. Understand the basic Git model and overall workflow Learn the Git versions of common source management concepts and commands Track changes, work with branches, and take advantage of Git's full functionality Avoid trip-ups and missteps common to new users Git works with the most popular software development

tools and is used by almost all of the major technology companies. More than 40 percent of software developers use it as their primary source control tool, and that number continues to grow; the ability to work effectively with Git is rapidly approaching must-have status, and Professional Git is the comprehensive guide you need to get up to speed quickly.

Git for Programmers - Jesse Liberty 2021-06-30

Learn to track, branch, merge, and manage code revisions for real-world development scenarios Key Features Master Git and maintain your projects better through version control Get to grips with Git's typical workflows, advanced functions, and their implementations Learn the key Git commands to better manage your repository Book Description Whether you're looking for a book to deepen your understanding of Git or a refresher, this book is the ultimate guide to Git. Git for Programmers comprehensively equips you with actionable insights on

advanced Git concepts in an engaging and straightforward way. As you progress through the chapters, you'll gain expertise (and confidence) on Git with lots of practical use cases. After a quick refresher on git history and installation, you'll dive straight into the creation and cloning of your repository. You'll explore Git places, branching, and GUIs to get familiar with the fundamentals. Then you'll learn how to handle merge conflicts, rebase, amend, interactive rebase, and use the log, as well as explore important Git commands for managing your repository. The troubleshooting part of this Git book will include detailed instructions on how to bisect, blame, and several other problem handling techniques that will complete your newly acquired Git arsenal. By the end of this book, you'll be using Git with confidence. Saving, sharing, managing files as well as undoing mistakes and basically rewriting history will be a breeze. What you will learn Create remote and local

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repositories and learn how to clone them Understand the difference between local and remote repositories Use, manage, and merge branches back into the main branch Utilize tools to manage merge conflicts Manage commits on your local machine through interactive rebasing Use the log to gain control over all the data in your repository Use bisect, blame, and other tools to undo Git mistakes Who this book is for If you have basic understanding of Git and want to strengthen your command over advanced techniques and navigate different functions, this book is for you. Knowing the fundamentals of Git will help you get the most out of this book, but beginners willing to invest some extra effort will be able to follow along as well. [Ruby on Rails Tutorial](#) - Michael Hartl 2016-11-17 This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Used by sites as varied as Twitter, GitHub, Disney, and

Airbnb, Ruby on Rails is one of the most popular frameworks for developing web applications, but it can be challenging to learn and use. Whether you're new to web development or new only to Rails, Ruby on Rails™ Tutorial, Fourth Edition, is the solution. Best-selling author and leading Rails developer Michael Hartl teaches Rails by guiding you through the development of three example applications of increasing sophistication. The tutorial's examples focus on the general principles of web development needed for virtually any kind of website. The updates to this edition include full compatibility with Rails 5, a division of the largest chapters into more manageable units, and a huge number of new exercises interspersed in each chapter for maximum reinforcement of the material. This indispensable guide provides integrated tutorials not only for Rails, but also for the essential Ruby, HTML, CSS, and SQL skills you need when developing web applications. Hartl explains

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how each new technique solves a real-world problem, and then he demonstrates it with bite-sized code that's simple enough to understand, yet novel enough to be useful. Whatever your previous web development experience, this book will guide you to true Rails mastery. This book will help you Install and set up your Rails development environment, including pre-installed integrated development environment (IDE) in the cloud Go beyond generated code to truly understand how to build Rails applications from scratch Learn testing and test-driven development (TDD) Effectively use the Model-View-Controller (MVC) pattern Structure applications using the REST architecture Build static pages and transform them into dynamic ones Master the Ruby programming skills all Rails developers need Create high-quality site layouts and data models Implement registration and authentication systems, including validation and secure passwords Update, display, and

delete users Upload images in production using a cloud storage service Implement account activation and password reset, including sending email with Rails Add social features and microblogging, including an introduction to Ajax Record version changes with Git and create a secure remote repository at Bitbucket Deploy your applications early and often with Heroku

[Pragmatic Guide to Git](#) - Travis Swicegood 2010-11-15

Need to learn how to wrap your head around Git, but don't need a lot of hand holding? Grab this book if you're new to Git, not to the world of programming. Git tasks displayed on two-page spreads provide all the context you need, without the extra fluff.

Head First Git - Raju Gandhi 2022-01-18

What will you learn from this book? Many people who use Git rely on "recipes"--copying and pasting commands they find on the internet without really understanding how Git actually works. But what do you do if

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you find yourself in a tight spot? You can't simply wing it. With this unique hands-on guide, you'll learn the ways of Git and have fun while doing it. Raju Gandhi peels back the layers to reveal the simple yet powerful engine that powers Git, so you'll understand not just the how but the why. You'll master branches, merges, commit messages, search, utilities, and more; learn best practices for collaborative work; and unlock the full potential of Git. What's so special about this book? If you've read a Head First book, you know what to expect--a visually rich format designed for the way your brain works. If you haven't, you're in for a treat. With this book, you'll learn Git through a multisensory experience that engages your mind rather than a text-heavy approach that puts you to sleep.

Git Pocket Guide - Richard E. Silverman 2013-06-25

This pocket guide is the perfect on-the-job companion to Git, the distributed version control system. It provides a compact,

readable introduction to Git for new users, as well as a reference to common commands and procedures for those of you with Git experience. Written for Git version 1.8.2, this handy task-oriented guide is organized around the basic version control functions you need, such as making commits, fixing mistakes, merging, and searching history. Examine the state of your project at earlier points in time Learn the basics of creating and making changes to a repository Create branches so many people can work on a project simultaneously Merge branches and reconcile the changes among them Clone an existing repository and share changes with push/pull commands Examine and change your repository's commit history Access remote repositories, using different network protocols Get recipes for accomplishing a variety of common tasks

Beginning Git and GitHub - Mariot Tsitoara 2019-11-30

Learn the fundamentals of

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version control through step-by-step tutorials that will teach you the ins-and-outs of Git. This book is your complete guide to how Git and GitHub work in a professional team environment. Divided into three parts - Version Control, Project Management and Teamwork - this book reveals what waits for you in the real world and how to resolve the problems you may run into. Once past the basics of Git, you'll see how to manage a software project, and finally how to utilize Git and GitHub to work effectively as a team. You'll examine how to plan, follow and execute a project with GitHub, and then apply those concepts to real-world situations. Workaround the pitfalls that most programmers fall into when driving a project with Git by using proven tactics to avoid them. You will also be taught the easiest and quickest ways to resolve merge conflicts. A lot of modern books on Git don't go into depth about non-technical topics. Beginning Git and GitHub will help you cover all the bases

right at the start of your career. What You'll Learn Review basic and advanced concepts of GitApply Project Management skills using GitHub Solve conflicts or, ideally, avoid them altogetherUse advanced concepts for a more boosted workflow Who This book Is For New developers, developers that have never worked in a team environment before, developers with basic knowledge of Git or GitHub, or anyone who works with text documents.

Jump Start Git - Shaumik Daityari 2015-09-01

Get a Jump Start on version control with Git today! Most engineers we meet prefer Git over other distributed version control systems. These systems let you store different versions of project files and directories, so you can roll back to an earlier one if something goes wrong. And since they're distributed, they smooth the path for dev team collaboration. But what is it about Git that makes it mission-critical on so many

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web projects? Spend just one weekend with this hands-on tutorial, and you'll know the answer. Understand Git's core philosophy. Get started with Git: install it, learn the basic commands, and set up your first project. Work with Git as part of a collaborative team. Use Git's debugging tools for maximum debug efficiency. Take control with Git's advanced features: relog, rebase, stash, and more. Use Git with cloud-based Git repository host services like Github and Bitbucket. See how Git's used effectively on large open-source projects. Git was created by Linus Torvalds, who invented Linux, so it comes with the best credentials. What are you waiting for? Get a jump start on Git today.

Pro Git - Scott Chacon
2009-10-06

Git is the version control system developed by Linus Torvalds for Linux kernel development. It took the open source world by storm since its inception in 2005, and is used by small development shops and giants like Google, Red

Hat, and IBM, and of course many open source projects. A book by Git experts to turn you into a Git expert Introduces the world of distributed version control Shows how to build a Git development workflow *Git* - Dennis Hutten 2017-10-09 Git is a distributed revision control and source code management system with an emphasis on speed. Git was initially designed and developed by Linus Torvalds for Linux kernel development. Git is a free software distributed under the terms of the GNU General Public License version 2. This tutorial explains how to use Git for project version control in a distributed environment while working on web-based and non web-based applications development.

Version Control with Git -
Jon Loeliger 2012-08-14

Get up to speed on Git for tracking, branching, merging, and managing code revisions. Through a series of step-by-step tutorials, this practical guide takes you quickly from Git fundamentals to advanced

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techniques, and provides friendly yet rigorous advice for navigating the many functions of this open source version control system. This thoroughly revised edition also includes tips for manipulating trees, extended coverage of the rebase and stash, and a complete introduction to the GitHub repository. Git lets you manage code development in a virtually endless variety of ways, once you understand how to harness the system's flexibility. This book shows you how. Learn how to use Git for several real-world development scenarios Gain insight into Git's common-use cases, initial tasks, and basic functions Use the system for both centralized and distributed version control Learn how to manage merges, conflicts, patches, and diffs Apply advanced techniques such as rebasing, hooks, and ways to handle submodules Interact with Subversion (SVN) repositories—including SVN to Git conversions Navigate, use, and contribute to open source projects through GitHub

Pro Git - Scott Chacon

2017-07-15

Are you looking for a new version control system? Perhaps what you're using now is too cumbersome, or you just want to try something new to manage a pet project. With *Git* by Ryan Hodson, you can get up and running with one of the fastest-spreading revision control systems out there. Complete with vivid diagrams, clear code samples, and a careful walk-through of primary features, this free e-book is your quick guide to how Git operates, what its advantages are, and how you can incorporate it into your own workflow. This updated and expanded second edition of *Book* provides a user-friendly introduction to the subject, Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening

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overview is a required reading for all those interested in the subject . We hope you find this book useful in shaping your future career & Business.

Pro Go - Adam Freeman
2022-01-28

Best-selling author Adam Freeman explains how to get the most from Go, starting from the basics and building up to the most advanced and sophisticated features. You will learn how Go builds on a simple and consistent type system to create a comprehensive and productive development experience that produces fast and robust applications that run across platforms. Go, also known as Golang, is the concise and efficient programming language designed by Google for creating high-performance, cross-platform applications. Go combines strong static types with simple syntax and a comprehensive standard library to increase programmer productivity, while still supporting features such as concurrent/parallel programming. Each topic is

covered in a clear, concise, no-nonsense approach that is packed with the details you need to learn to be truly effective. Chapters include common problems and how to avoid them. What You Will Learn Gain a solid understanding of the Go language and tools Gain in-depth knowledge of the Go standard library Use Go for concurrent/parallel tasks Use Go for client- and server-side development Who This Book Is For Experienced developers who want to use Go to create applications

[Building Tools with GitHub](#) -
Chris Dawson 2016-02-08

For your next project on GitHub, take advantage of the service's powerful API to meet your unique development requirements. This practical guide shows you how to build your own software tools for customizing the GitHub workflow. Each hands-on chapter is a compelling story that walks you through the tradeoffs and considerations for building applications on top of various GitHub technologies.

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If you're an experienced programmer familiar with GitHub, you'll learn how to build tools with the GitHub API and related open source technologies such as Jekyll (site builder), Hubot (NodeJS chat robot), and Gollum (wiki). Build a simple Ruby server with Gist API command-line tools and Ruby's "Octokit" API client Use the Gollum command-line tool to build an image management application Build a GUI tool to search GitHub with Python Document interactions between third-party tools and your code Use Jekyll to create a fully-featured blog from material in your GitHub repository Create an Android mobile application that reads and writes information into a Jekyll repository Host an entire single-page JavaScript application on GitHub Use Hubot to automate pull request reviews

[Practices of the Python Pro](#) - Dane Hillard 2019-12-22 Summary Professional developers know the many benefits of writing application code that's clean, well-

organized, and easy to maintain. By learning and following established patterns and best practices, you can take your code and your career to a new level. With Practices of the Python Pro, you'll learn to design professional-level, clean, easily maintainable software at scale using the incredibly popular programming language, Python. You'll find easy-to-grok examples that use pseudocode and Python to introduce software development best practices, along with dozens of instantly useful techniques that will help you code like a pro. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Professional-quality code does more than just run without bugs. It's clean, readable, and easy to maintain. To step up from a capable Python coder to a professional developer, you need to learn industry standards for coding style, application design, and development process. That's

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where this book is indispensable. About the book Practices of the Python Pro teaches you to design and write professional-quality software that's understandable, maintainable, and extensible. Dane Hillard is a Python pro who has helped many dozens of developers make this step, and he knows what it takes. With helpful examples and exercises, he teaches you when, why, and how to modularize your code, how to improve quality by reducing complexity, and much more. Embrace these core principles, and your code will become easier for you and others to read, maintain, and reuse. What's inside Organizing large Python projects Achieving the right levels of abstraction Writing clean, reusable code Inheritance and composition Considerations for testing and performance About the reader For readers familiar with the basics of Python, or another OO language. About the author Dane Hillard has spent the majority of his development career using Python to build

web applications. Table of Contents: PART 1 WHY IT ALL MATTERS 1 | The bigger picture PART 2 FOUNDATIONS OF DESIGN 2 | Separation of concerns 3 | Abstraction and encapsulation 4 | Designing for high performance 5 | Testing your software PART 3 NAILING DOWN LARGE SYSTEMS 6 | Separation of concerns in practice 7 | Extensibility and flexibility 8 | The rules (and exceptions) of inheritance 9 | Keeping things lightweight 10 | Achieving loose coupling PART 4 WHAT'S NEXT? 11 | Onward and upward Git for Teams - Emma Jane Hogbin Westby 2015-08-24 Annotation A guide to the popular version control system, this book walks Git users through the source control implications of how a team is structured, and how the software is delivered to clients. The book then covers not just how to use popular work flow strategies, such as GitFlow, but why, and under what circumstances, these strategies should be applied.

Git in Practice - Mike McQuaid
2014-09-29

Summary *Git in Practice* is a collection of 66 tested techniques that will optimize the way you and your team manage your development projects. The book begins with a brief reminder of the core version control concepts you need when using Git and moves on to the high-value features you may not have explored yet. Then, you'll dig into cookbook-style techniques like history visualization, advanced branching and rewriting history each presented in a problem-solution-discussion format. Finally you'll work out how to use Git to its full potential through configuration, team workflows, submodules and using GitHub pull requests effectively. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Git is a source control system, but it's a lot more than just that. For teams working in today's agile, continuous delivery

environments, Git is a strategic advantage. Built with a decentralized structure that's perfect for a distributed team, Git manages branching, committing, complex merges, and task switching with minimal ceremony so you can concentrate on your code. About the Book *Git in Practice* is a collection of battle-tested techniques designed to optimize the way you and your team manage development projects. After a brief overview of Git's core features, this practical guide moves quickly to high-value topics like history visualization, advanced branching and rewriting, optimized configuration, team workflows, submodules, and how to use GitHub pull requests. Written in an easy-to-follow Problem/Solution/Discussion format with numerous diagrams and examples, it skips the theory and gets right to the nitty-gritty tasks that will transform the way you work. Written for developers familiar with version control and ready for the good stuff in

Git. What's Inside Team interaction strategies and techniques Replacing bad habits with good practices Juggling complex configurations Rewriting history and disaster recovery About the Author Mike McQuaid is a software engineer at GitHub. He's contributed to Qt and the Linux kernel, and he maintains the Git-based Homebrew project. Table of Contents PART 1 INTRODUCTION TO GIT Local Git Remote Git PART 2 GIT ESSENTIALS Filesystem interactions History visualization Advanced branching Rewriting history and disaster recovery PART 3 ADVANCED GIT Personalizing Git Vendoring dependencies as submodules Working with Subversion GitHub pull requests Hosting a repository PART 4 GIT BEST PRACTICES Creating a clean history Merging vs. rebasing Recommended team workflows **Mastering Visual Studio 2017** - Kunal Chowdhury 2017-07-27 A guide to mastering Visual

Studio 2017 About This Book Focus on coding with the new, improved, and powerful tools of VS 2017 Master improved debugging and unit testing support capabilities Accelerate cloud development with the built-in Azure tools Who This Book Is For .NET Developers who would like to master the new features of VS 2017, and would like to delve into newer areas such as cloud computing, would benefit from this book. Basic knowledge of previous versions of Visual Studio is assumed. What You Will Learn Learn what's new in the Visual Studio 2017 IDE, C# 7.0, and how it will help developers to improve their productivity Learn the workloads and components of the new installation wizard and how to use the online and offline installer Build stunning Windows apps using Windows Presentation Foundation (WPF) and Universal Windows Platform (UWP) tools Get familiar with .NET Core and learn how to build apps targeting this new framework Explore everything about

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NuGet packages Debug and test your applications using Visual Studio 2017 Accelerate cloud development with Microsoft Azure Integrate Visual Studio with most popular source control repositories, such as TFS and GitHub In Detail Visual Studio 2017 is the all-new IDE released by Microsoft for developers, targeting Microsoft and other platforms to build stunning Windows and web apps. Learning how to effectively use this technology can enhance your productivity while simplifying your most common tasks, allowing you more time to focus on your project. With this book, you will learn not only what VS2017 offers, but also what it takes to put it to work for your projects. Visual Studio 2017 is packed with improvements that increase productivity, and this book will get you started with the new features introduced in Visual Studio 2017 IDE and C# 7.0. Next, you will learn to use XAML tools to build classic WPF apps, and UWP tools to build apps targeting Windows

10. Later, you will learn about .NET Core and then explore NuGet, the package manager for the Microsoft development platform. Then, you will familiarize yourself with the debugging and live unit testing techniques that comes with the IDE. Finally, you'll adapt Microsoft's implementation of cloud computing with Azure, and the Visual Studio integration with Source Control repositories. Style and approach This comprehensive guide covers the advanced features of Visual Studio 2017, and communicates them through a practical approach to explore the underlying concepts of how, when, and why to use it.

The IDA Pro Book, 2nd Edition

- Chris Eagle 2011-07-11

No source code? No problem.

With IDA Pro, the interactive

disassembler, you live in a

source code-optional world.

IDA can automatically analyze

the millions of opcodes that

make up an executable and

present you with a

disassembly. But at that point,

your work is just beginning.

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With The IDA Pro Book, you'll learn how to turn that mountain of mnemonics into something you can actually use. Hailed by the creator of IDA Pro as "profound, comprehensive, and accurate," the second edition of The IDA Pro Book covers everything from the very first steps to advanced automation techniques. You'll find complete coverage of IDA's new Qt-based user interface, as well as increased coverage of the IDA debugger, the Bochs debugger, and IDA scripting (especially using IDAPython). But because humans are still smarter than computers, you'll even learn how to use IDA's latest interactive and scriptable interfaces to your advantage. Save time and effort as you learn to:

- Navigate, comment, and modify disassembly
- Identify known library routines, so you can focus your analysis on other areas of the code
- Use code graphing to quickly make sense of cross references and function calls
- Extend IDA to support new processors and

filetypes using the SDK

- Explore popular plug-ins that make writing IDA scripts easier, allow collaborative reverse engineering, and much more
- Use IDA's built-in debugger to tackle hostile and obfuscated code

Whether you're analyzing malware, conducting vulnerability research, or reverse engineering software, a mastery of IDA is crucial to your success. Take your skills to the next level with this 2nd edition of The IDA Pro Book.

GPU Pro 7 - Wolfgang Engel
2016-03-23

The latest edition of this bestselling game development reference offers proven tips and techniques for the real-time rendering of special effects and visualization data that are useful for beginners and seasoned game and graphics programmers alike. Exploring recent developments in the rapidly evolving field of real-time rendering, GPU Pro 7: *Advanced Pro JavaFX 8* - James Weaver
2014-07-25

In Pro JavaFX 8 expert authors
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show you how to use the JavaFX platform to create rich-client Java applications. You'll discover how you can use this powerful Java-based UI platform, which is capable of handling large-scale data-driven business applications for PC as well as now mobile and embedded devices. Covering the JavaFX API, development tools, and best practices, this book provides code examples that explore the exciting new features provided with JavaFX 8 which comes as part of Oracle's new Java (SE) 8 release. This book also contains engaging tutorials that cover virtually every facet of JavaFX development and reference materials on JavaFX that augment the JavaFX API documentation. After reading and using this book, you'll have the authoritative knowledge that should give you an edge in your next JavaFX-based application projects for your job or your clients.

Automate the Boring Stuff with Python, 2nd Edition - Al Sweigart 2019-11-12

The second edition of this best-

selling Python book (over 500,000 copies sold!) uses Python 3 to teach even the technically uninclined how to write programs that do in minutes what would take hours to do by hand. There is no prior programming experience required and the book is loved by liberal arts majors and geeks alike. If you've ever spent hours renaming files or updating hundreds of spreadsheet cells, you know how tedious tasks like these can be. But what if you could have your computer do them for you? In this fully revised second edition of the best-selling classic Automate the Boring Stuff with Python, you'll learn how to use Python to write programs that do in minutes what would take you hours to do by hand--no prior programming experience required. You'll learn the basics of Python and explore Python's rich library of modules for performing specific tasks, like scraping data off websites, reading PDF and Word documents, and automating clicking and typing

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tasks. The second edition of this international fan favorite includes a brand-new chapter on input validation, as well as tutorials on automating Gmail and Google Sheets, plus tips on automatically updating CSV files. You'll learn how to create programs that effortlessly perform useful feats of automation to:

- Search for text in a file or across multiple files
- Create, update, move, and rename files and folders
- Search the Web and download online content
- Update and format data in Excel spreadsheets of any size
- Split, merge, watermark, and encrypt PDFs
- Send email responses and text notifications
- Fill out online forms

Step-by-step instructions walk you through each program, and updated practice projects at the end of each chapter challenge you to improve those programs and use your newfound skills to automate similar tasks. Don't spend your time doing work a well-trained monkey could do. Even if you've never written a line of code, you can make your

computer do the grunt work. Learn how in *Automate the Boring Stuff with Python, 2nd Edition*.

Pro MERN Stack - Vasan Subramanian 2019-05-11

Assemble the complete stack required to build a modern web app using MongoDB, Express, React, and Node. This book also covers many other complementary tools: React Router, GraphQL, React-Bootstrap, Babel, and Webpack. This new edition will use the latest version of React (React 16) and the latest React Router (React Router 4), which has a significantly different approach to routing compared to React Router 2 which was used in the first edition of the book. Though the primary focus of *Pro MERN Stack* is to equip you with all that is required to build a full-fledged web application, a large portion of the book will be devoted to React 16. The popular MEAN (MongoDB, Express, AngularJS, Node) stack introduced Single Page Apps (SPAs) and front-end Model-View-Controller (MVC)

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as new and efficient paradigms. Facebook's React is a technology that competes indirectly with AngularJS. It is not a full-fledged MVC framework. It is a JavaScript library for building user interfaces (in some sense the View part). Yet, it is possible to build a web app by replacing AngularJS with React - hence the term MERN stack. What You Will Learn Discover the features of React 16 to get the maximum out of this library. Gain the basics of MongoDB, Express, and Node to build a web app. Work with other libraries complementary to React, including React-Bootstrap, React Router, and GraphQL. Use tools such as Babel and Webpack required to build JavaScript-based SPAs. Tie all the components together to build a complete web app. Who This Book Is For Developers and architects who have prior experience in any web app stack other than the MERN stack will find the book useful to learn about this modern stack. Prior knowledge of JavaScript, HTML, and CSS

is required.

Mathematics for Machine Learning - Marc Peter Deisenroth 2020-04-23

The fundamental mathematical tools needed to understand machine learning include linear algebra, analytic geometry, matrix decompositions, vector calculus, optimization, probability and statistics. These topics are traditionally taught in disparate courses, making it hard for data science or computer science students, or professionals, to efficiently learn the mathematics. This self-contained textbook bridges the gap between mathematical and machine learning texts, introducing the mathematical concepts with a minimum of prerequisites. It uses these concepts to derive four central machine learning methods: linear regression, principal component analysis, Gaussian mixture models and support vector machines. For students and others with a mathematical background, these derivations provide a starting point to machine learning texts. For those learning the mathematics

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for the first time, the methods help build intuition and practical experience with applying mathematical concepts. Every chapter includes worked examples and exercises to test understanding. Programming tutorials are offered on the book's web site.

Pro Git - Scott Chacon
2014-11-18

Pro Git (Second Edition) is your fully-updated guide to Git and its usage in the modern world. Git has come a long way since it was first developed by Linus Torvalds for Linux kernel development. It has taken the open source world by storm since its inception in 2005, and this book teaches you how to use it like a pro. Effective and well-implemented version control is a necessity for successful web projects, whether large or small. With this book you'll learn how to master the world of distributed version workflow, use the distributed features of Git to the full, and extend Git to meet your every need. Written by Git pros Scott Chacon and Ben

Straub, Pro Git (Second Edition) builds on the hugely successful first edition, and is now fully updated for Git version 2.0, as well as including an indispensable chapter on GitHub. It's the best book for all your Git needs.

The Rust Programming Language (Covers Rust 2018) - Steve Klabnik
2019-09-03

The official book on the Rust programming language, written by the Rust development team at the Mozilla Foundation, fully updated for Rust 2018. The Rust Programming Language is the official book on Rust: an open source systems programming language that helps you write faster, more reliable software. Rust offers control over low-level details (such as memory usage) in combination with high-level ergonomics, eliminating the hassle traditionally associated with low-level languages. The authors of The Rust Programming Language, members of the Rust Core Team, share their knowledge

and experience to show you how to take full advantage of Rust's features--from installation to creating robust and scalable programs. You'll begin with basics like creating functions, choosing data types, and binding variables and then move on to more advanced concepts, such as:

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

You'll find plenty of code examples throughout the book, as well as three chapters dedicated to building complete projects to test your learning: a number guessing game, a Rust implementation of a command line tool, and a multithreaded server. New to this edition: An

extended section on Rust macros, an expanded chapter on modules, and appendixes on Rust development tools and editions.

Fullstack React - Accomazzo Anthony 2017-03

LEARN REACT TODAY The up-to-date, in-depth, complete guide to React and friends.

Become a ReactJS expert today
Pro Spring 5 - Iuliana Cosmina 2017-10-11

Master Spring basics and core topics, and share the authors' insights and real-world experiences with remoting, Hibernate, and EJB. Beyond the basics, you'll learn how to leverage the Spring Framework to build the various tiers and parts of an enterprise Java application: transactions, web and presentation tiers, deployment, and much more. A full sample application allows you to apply many of the technologies and techniques covered in Pro Spring 5 and see how they work together. This book updates the perennial bestseller with the latest that the new Spring Framework 5 has to offer. Now

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in its fifth edition, this popular title is by far the most comprehensive and definitive treatment of Spring available. It covers the new functional web framework and interoperability with Java 9. After reading this definitive book, you'll be armed with the power of Spring to build complex Spring applications, top to bottom. The agile, lightweight, open-source Spring Framework continues to be the de facto leading enterprise Java application development framework for today's Java programmers and developers. It works with other leading open-source, agile, and lightweight Java technologies such as Hibernate, Groovy, MyBatis, and more. Spring now works with Java EE and JPA 2 as well. What You'll Learn Discover what's new in Spring Framework 5 Use the Spring Framework with Java 9 Master data access and transactions Work with the new functional web framework Create microservices and other web services Who This Book Is For Experienced Java and

enterprise Java developers and programmers. Some experience with Spring highly recommended.

Learn Git in a Month of Lunches - Rick Umali
2015-09-01

Summary Learn Git in a Month of Lunches introduces the discipline of source code control using Git. Whether you're a newbie or a busy pro moving your source control to Git, you'll appreciate how this book concentrates on the components of Git you'll use every day. In easy-to-follow lessons designed to take an hour or less, you'll dig into Git's distributed collaboration model, along with core concepts like committing, branching, and merging. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book Git is the source code control system preferred by modern development teams. Its decentralized architecture and lightning-fast branching let you concentrate on your code instead of tedious version

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control tasks. At first, Git may seem like a sprawling beast. Fortunately, to get started you just need to master a few essential techniques. Read on! Learn Git in a Month of Lunches introduces the discipline of source code control using Git. Helpful for both newbies who have never used source control and busy pros, this book concentrates on the components of Git you'll use every day. In easy-to-follow lessons that take an hour or less, you'll dig into Git's distributed collaboration model, along with core concepts like committing, branching, and merging. This book is a road map to the commands and processes you need to be instantly productive. What's Inside Start from square one—no experience required The most frequently used Git commands Mental

models that show how Git works Learn when and how to branch code About the Reader No previous experience with Git or other source control systems is required. About the Author Rick Umali uses Git daily as a developer and is a skilled consultant, trainer, and speaker. Table of Contents Before you begin An overview of Git and version control Getting oriented with Git Making and using a Git repository Using Git with a GUI Tracking and updating files in Git Committing parts of changes The time machine that is Git Taking a fork in the road Merging branches Cloning Collaborating with remotes Pushing your changes Keeping in sync Software archaeology Understanding git rebase Workflows and branching conventions Working with GitHub Third-party tools and Git Sharpening your Git