

*Programmieren
Lernen Anfangen
Anwenden Verstehen*

Want to learn the Python language without slogging your way through how-to manuals? With Head First Python, you'll quickly grasp Python's fundamentals, working with the built-in data structures and functions. Then you'll move on to building your very own webapp, exploring database management, exception

**handling, and data
wrangling. If you're
intrigued by what you
can do with context
managers, decorators,
comprehensions, and
generators, it's all
here. This second
edition is a complete
learning experience that
will help you become a
bonafide Python
programmer in no time.
Why does this book look
so different? Based on
the latest research in
cognitive science and
learning theory, Head
First Pythonuses a**

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visually rich format to engage your mind, rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multi-sensory learning experience is designed for the way your brain really works. Looking for a reliable way to learn how to program on your own, without being overwhelmed by confusing concepts? Head First Programming introduces the core concepts of

**writing computer
programs -- variables,
decisions, loops,
functions, and objects
-- which apply
regardless of the
programming language.
This book offers
concrete examples and
exercises in the dynamic
and versatile Python
language to demonstrate
and reinforce these
concepts. Learn the
basic tools to start
writing the programs
that interest you, and
get a better
understanding of what**

software can (and cannot) do. When you're finished, you'll have the necessary foundation to learn any programming language or tackle any software project you choose. With a focus on programming concepts, this book teaches you how to: Understand the core features of all programming languages, including: variables, statements, decisions, loops, expressions, and operators Reuse code with functions Use library code to save

*time and effort Select
the best data structure
to manage complex data
Write programs that talk
to the Web Share your
data with other programs
Write programs that test
themselves and help you
avoid embarrassing
coding errors We think
your time is too
valuable to waste
struggling with new
concepts. Using the
latest research in
cognitive science and
learning theory to craft
a multi-sensory learning
experience, Head First*

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Programming uses a visually rich format designed for the way your brain works, not a text-heavy approach that puts you to sleep. Learn the basics of programming with C with this fun and friendly guide! C offers a reliable, strong foundation for programming and serves as a stepping stone upon which to expand your knowledge and learn additional programming languages. Written by veteran For Dummies

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author Dan Gookin, this straightforward-but-fun beginner's guide covers the fundamentals of using C and gradually walks you through more advanced topics including pointers, linked lists, file I/O, and debugging. With a special focus on the subject of an Integrated Development Environment, it gives you a solid understanding of computer programming in general as you learn to program with C. Encourages you to

gradually increase your knowledge and understanding of C, with each chapter building off the previous one Provides you with a solid foundation of understanding the C language so you can take on larger programming projects, learn new popular programming languages, and tackle new topics with confidence Includes more than 100 sample programs with code that are adaptable to your own projects Beginning

***Programming with C For Dummies* assumes no previous programming language experience and helps you become competent and comfortable with the fundamentals of C in no time.**

Head First Object-Oriented Analysis and Design

Nlp

Anfangen, Anwenden, Verstehen

SQL lernen

***Networking For Dummies
plattformunabhängig
programmieren mit PPL***

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Deutsche Nationalbibliographie und Bibliographie der im Ausland erschienenen deutschsprachigen Veröffentlichungen

“One of the most significant books in my life.” –Obie Fernandez, Author, The Rails Way “Twenty years ago, the first edition of The Pragmatic Programmer completely changed the trajectory of my career. This new edition could do the same for yours.”

–Mike Cohn, Author of Succeeding with Agile, Agile Estimating and Planning, and User Stories Applied “. . . filled with practical advice, both technical and professional, that will serve you and your projects well for years to come.” –Andrea Goulet, CEO, Corgibytes, Founder,

LegacyCode.Rocks “. . . lightning does strike twice, and this book is proof.” –VM (Vicky) Brasseur, Director of Open Source Strategy, Juniper Networks

The Pragmatic Programmer is one of those rare tech books you'll read, re-read, and read again over the years. Whether you're new to the field or an experienced practitioner, you'll come away with fresh insights each and every time. Dave Thomas and Andy Hunt wrote the first edition of this influential book in 1999 to help their clients create better software and rediscover the joy of coding. These lessons have helped a generation of programmers examine the very essence of software development, independent of any particular language, framework, or methodology, and the Pragmatic philosophy has spawned hundreds of books,

screencasts, and audio books, as well as thousands of careers and success stories. Now, twenty years later, this new edition re-examines what it means to be a modern programmer. Topics range from personal responsibility and career development to architectural techniques for keeping your code flexible and easy to adapt and reuse. Read this book, and you'll learn how to: Fight software rot Learn continuously Avoid the trap of duplicating knowledge Write flexible, dynamic, and adaptable code Harness the power of basic tools Avoid programming by coincidence Learn real requirements Solve the underlying problems of concurrent code Guard against security vulnerabilities Build teams of Pragmatic Programmers Take responsibility for your work and career Test ruthlessly and effectively,

*including property-based testing
Implement the Pragmatic Starter Kit
Delight your users* Written as a series of self-contained sections and filled with classic and fresh anecdotes, thoughtful examples, and interesting analogies, *The Pragmatic Programmer* illustrates the best approaches and major pitfalls of many different aspects of software development. Whether you're a new coder, an experienced programmer, or a manager responsible for software projects, use these lessons daily, and you'll quickly see improvements in personal productivity, accuracy, and job satisfaction. You'll learn skills and develop habits and attitudes that form the foundation for long-term success in your career. You'll become a *Pragmatic Programmer*. Register your book for convenient access to

downloads, updates, and/or corrections as they become available. See inside book for details.

If you're one of the many developers uncertain about concurrent and multithreaded development, this practical cookbook will change your mind. With more than 75 code-rich recipes, author Stephen Cleary demonstrates parallel processing and asynchronous programming techniques, using libraries and language features in .NET 4.5 and C# 5.0. Concurrency is becoming more common in responsive and scalable application development, but it's been extremely difficult to code. The detailed solutions in this cookbook show you how modern tools raise the level of abstraction, making concurrency much easier than before. Complete with ready-to-use code and

discussions about how and why the solution works, you get recipes for using: async and await for asynchronous operations Parallel programming with the Task Parallel Library The TPL Dataflow library for creating dataflow pipelines Capabilities that Reactive Extensions build on top of LINQ Unit testing with concurrent code Interop scenarios for combining concurrent approaches Immutable, threadsafe, and producer/consumer collections Cancellation support in your concurrent code Asynchronous-friendly Object-Oriented Programming Thread synchronization for accessing data

Dieses - jetzt in 10. Auflage - außerordentlich erfolgreiche EDV-Lehrbuch besitzt 4

Darstellungsschwerpunkte: 1. EDV-Hardware für den Anwender aus den

Wirtschaftswissenschaften; 2. Die Programmierung: eigenständiges Problemlösen mit Hilfe einer EDVA soll erreicht werden; 3. Anwendungsgesichtspunkte zu erleichterter und geschickter Lösung von eigenen EDV-Problemen; 4. Programmiersprachen für problemorientiertes Vorgehen des Anwenders.

SAP Legacy System Migration Workbench (LSMW)

Schlagwort-Verzeichnis. Subject guide to German books in print

Head First Python

HTML + CSS lernen

A Brain-Friendly Guide

Machine Learning für

Softwareentwickler

An Introduction to C & GUI Programming

The second edition of this

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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 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. Ändern Sie Ihr Leben, indem Sie noch heute Ihr Bewusstsein umprogrammieren! Neurolinguistisches Programmieren ist eine Technik, mit der Sie sich auf die höheren Ebenen Ihres Denkens, Kommunizierens, Fühlens und Verhaltens begeben können. Darüber hinaus versetzt NLP Sie in die Lage, die Negativität aus Ihrem Leben zu verbannen,

indem Sie Ihr
Unterbewusstsein mit
klaren, positiven
Botschaften
umprogrammieren, um ein
glücklicheres und
erfolgreicheres Leben zu
führen. Was Sie in diesem
Buch lernen werden: -
Warum Ihr Unterbewusstsein
der wichtigste Aspekt für
Ihr emotionales
Wohlbefinden ist.- Wie
genau Sie die Gedanken
finden und ändern, die Sie
vom Erreichen Ihrer Ziele
abhalten.- Wie Sie andere
Menschen analysieren,
indem Sie Körpersprache
und nonverbale Hinweise

lesen- Wie Sie NLP für
Ihren persönlichen,
beruflichen und sozialen
Wachstum nutzen könnenWenn
Sie NLP verstehen und
täglich in Ihrem Leben
anwenden, werden Sie
enorme Veränderungen in
der Art und Weise
bemerken, wie Sie denken
und fühlen. NLP wird Ihnen
helfen, sich gut zu fühlen
und zu schätzen, wer Sie
sind, sowie dazu
befähigen, die Menschen
und Situationen um Sie
herum positiv zu
beeinflussen. Denn nur
diejenigen, die
kontrollieren können, wie

sie sich in einer bestimmten Situation fühlen und verhalten, sind im Leben erfolgreich.- Erfahren Sie, wie und warum Ihr Unterbewusstsein Sie beeinflusst.- Finden Sie heraus, warum die Einschränkung Ihrer Überzeugungen Sie daran hindert, das bestmögliche Leben zu führen.- Lernen Sie, wie das Gesetz der Anziehung Ihr Leben zum Besseren verändern kann, auch wenn Sie nicht daran glauben.Möchten Sie Ihr Leben auf die nächste Stufe heben? Möchten Sie selbstbewusster und

glücklicher sein und Ihre Ziele verwirklichen? Dann warten Sie nicht länger! Beginnen Sie noch heute mit der Umprogrammierung Ihres Lebens und klicken Sie jetzt auf Kaufen!

Enter the world of computer programming with this step-by-step guide to the C++ language! C++ is a great introduction to object-oriented programming, and this friendly guide covers everything you need to know and nothing you don't. You'll write your first program by the end of Chapter 1. C++ For

Dummies, 6th Edition, helps you understand C++ programming from the ground up. It's full of examples to show you how things work, and it even explains "why", so you understand how the pieces fit together. And the bonus CD includes a special code editor, an update GNU compiler, and all source code from the book to save you time. Learn programming lingo and what terms like object-oriented, compiler, and executable mean, so you can write a program right away See how to bundle

sections of your code into modules that can be reused in different programs Work with features of object-oriented programming such as classes, constructors, and destructors Discover how the concept of inheritance is the key to effective C++ programming Work with assignment operators, stream I/O, and other more advanced concepts, once you've grasped the basics You'll discover ten ways to avoid adding bugs to your programs, what pointers are and how to use them, how to work with strings,

and some advanced features new to C++. C++ For Dummies, 6th Edition gets you up and running with this popular object-oriented language. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

A learner's guide to programming using the Python language
Neurolinguistisches Programmieren Für Anfänger. Mit Brainhacking Gewohnheiten ändern, Körpersprache und Manipulationstechniken Lernen. Ziele Erreichen

Durch Selbsthypnose und
Psychologie
Concurrency in C# Cookbook
Echte Magie Ohne Rituale
Verstehen Und Anwenden
Lernen
Handbuch der Java-
Programmierung
Java lernen
Monatsschrift der reinen
und der angewandten
Mathematik im Unterricht
**You've decided to tackle
machine learning - because
you're job hunting, embarking on
a new project, or just think self-
driving cars are cool. But where
to start? It's easy to be
intimidated, even as a software**

developer. The good news is that it doesn't have to be that hard. Master machine learning by writing code one line at a time, from simple learning programs all the way to a true deep learning system. Tackle the hard topics by breaking them down so they're easier to understand, and build your confidence by getting your hands dirty. Peel away the obscurities of machine learning, starting from scratch and going all the way to deep learning. Machine learning can be intimidating, with its reliance on math and algorithms that most programmers don't encounter in their regular work. Take a hands-

on approach, writing the Python code yourself, without any libraries to obscure what's really going on. Iterate on your design, and add layers of complexity as you go. Build an image recognition application from scratch with supervised learning. Predict the future with linear regression. Dive into gradient descent, a fundamental algorithm that drives most of machine learning. Create perceptrons to classify data. Build neural networks to tackle more complex and sophisticated data sets. Train and refine those networks with backpropagation and batching. Layer the neural

networks, eliminate overfitting, and add convolution to transform your neural network into a true deep learning system. Start from the beginning and code your way to machine learning mastery.

What You Need: The examples in this book are written in Python, but don't worry if you don't know this language: you'll pick up all the Python you need very quickly. Apart from that, you'll only need your computer, and your code-adept brain.

Magie lernen vom Feinsten Bitte über den Buchhandel bestellen, Info hier: <https://www.createspace.com/5657915>"

Metaprogramme im NLP

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erkennen, verstehen,
anwenden Sie wollen mit Ihrer
Kommunikation erfolgreich
sein? Ihnen ist aufgefallen, dass
Sie mit manchen Menschen
ganz schnell gut auskommen,
ohne dass Sie sagen konnten,
woran das liegt? Sie regten sich
über bestimmte
Verhaltensweisen scheinbar
automatisch auf? Sie
interessieren sich dafür, wie Sie
selbst und die Menschen, auf die
Sie treffen, ticken? Hier sind Sie
richtig! In „Metaprogramme im
NLP erkennen, verstehen,
anwenden“ finden Sie Antworten
auf diese Fragen und viel
mehr. Sie brauchen keine

Vorkenntnisse in NLP (Neuro-Linguistisches Programmieren) und falls Sie bereits Erfahrungen mit NLP gemacht haben, biete ich Ihnen neue Einblicke. Sie lernen: Was sind Metaprogramme? Wie wirken sie? Wie erkenne, verstehe ich selbst Metaprogramme und wende sie an? In amüsanten Geschichten führe ich Sie durch Situationen aus dem Alltag und Sie erkennen spielerisch wie Metaprogramme wirken und lernen ihre Macht kennen. In Übungen und Hintergrundgeschichten beginnen Sie die Wirkungsweise der Metaprogramme zu

verstehen. Der stets präsente Praxisbezug führt Sie dazu, Ihre neuen Kenntnisse, Ihr neues, geschärftes Verständnis direkt in Ihrem Alltag anzuwenden. „Metaprogramme im NLP erkennen, verstehen, anwenden“ ist keine Auflistung und Sie finden eine Liste mit den wichtigsten Metaprogrammen. „Metaprogramme im NLP erkennen, verstehen, anwenden“ ist keine Kategorisierung und Sie finden mehr Auswahlmöglichkeiten für Ihr Verhalten. „Metaprogramme im NLP erkennen, verstehen, anwenden“ ist keine Schablone und bietet Ihnen die Gelegenheit,

Ihre Kommunikationsfähigkeit
und Ihre Flexibilität im Verhalten
zu optimieren. So sind Sie
erfolgreich im
Alltag! „Metaprogramme im NLP
erkennen, verstehen,
anwenden“ ist ein Buch aus der
Serie „Erfolgreich im Alltag“
Halbjahres-Verzeichnis
Metaprogramme Im Nlp
Erkennen, Verstehen, Anwenden
Sachbuch
C++ For Dummies
Zeile für Zeile zum Python
Programmierer (Mit vielen
praktischen Übungen samt
Lösung)
anfangen, anwenden, verstehen
; [Windows Script Host und

Visual Basic Script]

The Principles of Object-Oriented JavaScript

The easy way to learn programming fundamentals with Python Python is a remarkably powerful and dynamic programming language that's used in a wide variety of application domains. Some of its key distinguishing features include a very clear, readable syntax, strong introspection capabilities, intuitive object orientation, and natural expression of procedural code. Plus, Python features full modularity, supporting hierarchical packages, exception-

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based error handling, and modules easily written in C, C++, Java, R, or .NET languages, such as C#. In addition, Python supports a number of coding styles that include: functional, imperative, object-oriented, and procedural. Due to its ease of use and flexibility, Python is constantly growing in popularity—and now you can wear your programming hat with pride and join the ranks of the pros with the help of this guide. Inside, expert author John Paul Mueller gives a complete step-by-step overview of all there is to know about Python. From performing

common and advanced tasks, to collecting data, to interacting with package—this book covers it all! Use Python to create and run your first application Find out how to troubleshoot and fix errors Learn to work with Anaconda and use Magic Functions Benefit from completely updated and revised information since the last edition If you've never used Python or are new to programming in general, Beginning Programming with Python For Dummies is a helpful resource that will set you up for success.

If you ' ve thought of

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programmers as elite
intelligentsia who possess
expertise (and perhaps genes)
the rest of us will never have,
think again. C++ For Dummies,
5th Edition, debunks the myths,
blasts the barriers, shares the
secrets, and gets you started. In
fact, by the end of Chapter 1,
you 'll be able to create a C++
program. OK, it won't be
newest, flashiest video game,
but it might be a practical,
customized inventory control or
record-keeping program. Most
people catch on faster when
they actually DO something,
so C++ For Dummies includes a
CD-ROM that gives you all

you need to start programming (except the guidance in the book, of course), including: Dev-C, a full-featured, integrated C++ compiler and editor you install to get down to business. The source code for the programs in the book, including code for BUDGET, programs that demonstrate principles in the book. Documentation for the Standard Template Library. Online C++ help files. Written by Stephen Randy Davis, author of C++ Weekend Crash Course, C++ for Dummies, takes you through the programming process step-by-step. You 'll discover how to:

Generate an executable Create source code, commenting it as you go and using consistent code indentation and naming conventions Write declarations and name variables, and calculate expressions Write and use a function, store sequences in arrays, and declare and use pointer variables Understand classes and object-oriented programming Work with constructors and destructors Use inheritance to extend classes Use stream I/O Comment your code as you go, and use consistent code indentation and naming conventions Automate programming with the Standard

Template Library(STL) C++ for Dummies 5th Edition is updated for the newest ANSI standard to make sure you 're up to code. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Provides information on analyzing, designing, and writing object-oriented software.

Auf der Basis von PASCAL und C Programmierung mit der .NET-Klassenbibliothek

MySQL lernen

Praxis der Mathematik
Anfangen, Anwenden,
Verstehen.

Zugriff auf das Windows-

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Betriebssystem mit Visual Basic
.NET und C#

A Brain Friendly Guide to
OOA&D

Start building powerful
programs with Java

6-fast! Get an overview
of Java 6 and begin

building your own

programs Even if you're
new to Java

programming-or to
programming in

general-you can get up
and running on this

wildly popular language
in a hurry. This book

makes it easy! From how
to install and run Java

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to understanding classes
and objects and juggling
values with arrays and
collections, you will
get up to speed on the
new features of Java 6
in no time. Discover how
to Use object-oriented
programming Work with
the changes in Java 6
and JDK 6 Save time by
reusing code Mix Java
and Javascript with the
new scripting tools
Troubleshoot code
problems and fix bugs
All on the bonus CD-ROM
Custom build of JCreator
and all the code files

used in the book Bonus chapters not included in the book Trial version of Jindent, WinOne, and NetCaptor freeware
System Requirements: For details and complete system requirements, see the CD-ROM appendix.
Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Maschinelles Lernen programmieren lernen!
Eine Einführung in das maschinelle Lernen für Entwickler*innen. Ideen,

Werkzeuge und Konzepte von supervised Learning, neuronalen Netzen und Deep Learning. Der gesamte Programmcode ist in Python geschrieben. Sie möchten sich mit dem maschinellen Lernen vertraut machen - aber wo beginnen? Selbst für Softwareentwickler*innen und Programmierer*innen ist der Einstieg manchmal nicht einfach. Es muss aber nicht so kompliziert sein: Starten Sie, indem Sie Zeile für Zeile Code schreiben, vom einfachen

Machine-Learning- bis hin zum kompletten Deep-Learning-System. Schwierige Themen werden verständlich, wenn Sie sie in Teilprobleme zerlegen, sodass jeder Schritt leicht nachvollziehbar ist. Der Schwerpunkt des Buchs liegt auf den drei wichtigsten Aspekten des Machine Learning: auf überwachtem Lernen, neuronalen Netzen und Deep Learning. Indem Sie bei Null beginnen und den ganzen Weg bis zum Deep Learning gehen,

werden Sie ganz allmählich mit der Materie vertraut. Weil Sie dazu den Python-Code selbst schreiben, ohne Bibliotheken, die das eigentliche Geschehen verschleiern, werden Sie besser verstehen, wie die Dinge funktionieren. Bauen Sie eine Bilderkennungsanwendung mit überwachtem Lernen auf. Wagen Sie einen Blick in die Zukunft mit linearer Regression. Machen Sie sich mit dem Gradientenabstieg vertraut, einem

grundlegenden
Algorithmus im Machine
Learning. Erstellen Sie
Perceptrons zur
Klassifizierung von
Daten. Programmieren Sie
neuronale Netze, um
komplexere Datensätze zu
bewältigen. Trainieren
und verfeinern Sie diese
Netzwerke mit
Backpropagation und
Batching. Beseitigen Sie
Überanpassung und setzen
Sie Faltungsmethoden
ein, um Ihr neuronales
Netz in ein Deep-
Learning-System zu
verwandeln. Verstehen

Sie Machine Learning,
indem Sie es selbst
programmieren!
Suchst du nach einer
sicheren Abkürzung, um
in kürzester Zeit
programmieren zu lernen?
Möchtest du alles über
Python wissen und es
auch anwenden können, um
erste Programmierung
erfolgreich zu coden?
Dann solltest du dieses
Buch über Python lesen.
Aber warum ist Python
überhaupt eine so
populäre
Programmiersprache und
warum ist sie auch für

Anfänger geeignet?
Python ist nicht
sonderlich komplex,
benötigt also nicht viel
"Code" um gewünschte
Programmierung zu
schreiben. Der Code wird
daher in Fachsprache
gerne als "schlank"
formuliert. Zum
Vergleich: Um mit Java
ein einfaches "Moin!"
auszugeben, benötigst du
folgenden Code: `public
class HelloAmazon }` In
Python geht das Ganze
mit: `print("Moin!")`
Ziemlich gut und
einfach, oder? Auch aus

Karrieregründen, ergibt es Sinn Python zu lernen. Python ist auf dem Weg zur wichtigsten Programmiersprache zu werden. Außerdem gehören Entwickler, die mit Data Science, Machine Learning und Webentwicklung arbeiten, zu den bestbezahltesten Berufen. Bevor du jetzt denkst, es wird sicher Jahre oder zumindest Monate dauern, um Python zu lernen und umsetzen zu können, solltest du jetzt aufpassen... .. die Wahrheit ist: Das

Lernen von Python geht deutlich schneller und einfacher als du denkst, weil die Sprache so schlank ist und dieses Buch der perfekte Leitfaden ist. Dieses Buch ist alles, was du benötigst, um erfolgreich Codes in Python zu programmieren. Mit Sicherheit kennst du die Sprichwörter über Programmierer und wie zukunftssträftig der Beruf ist. Jemand, der programmieren kann, findet immer einen Job. In diesem Buch bekommst

du Übungen, Wissen und Anleitungen, die du benötigst um zielstrebig und in kürzester Zeit programmieren zu können. Die Möglichkeiten mit dem erlernten Wissen sind tatsächlich dir überlassen. Möchtest du Spiele oder Anwendung programmieren? Lese das Buch. Möchtest du deinen Kommilitonen einen Schritt voraus sein? Lese das Buch. Möchtest du ein Software-Unternehmen gründen? Lese das Buch. Möchtest du eine Karriere in der

Programmierung starten oder vorantreiben? Lese das Buch. Die Vorteile des Buches für deinen maximalen Programmiererfolg: Kein Vorwissen nötig: Du wirst von vorne bis hinten an die Hand genommen, sodass du keinerlei Vorwissen brauchst. Sei es die Erstinstallation der benötigten Programme oder die ersten Zeilen Code Steile Lernkurve: Durch die besondere Buchstruktur lernst du immer Stück für Stück genau das, was du gerade

am meisten brauchen
kannst. Das bedeutet für
dich, dass du sehr
effektiv lernst und
keine Zeit mit
Nebensächlichkeiten
verschwendest. Die
Folge? Eine unfassbar
steile Lernkurve
Einzigartige Abkürzung:
Mit dem praktischen
Ansatz des Buches wirst
du direkt in die Praxis
geworfen. Was denkst du:
Wie lernst du
effektiver? Durch lesen,
oder durch machen? Wir
bringen dich ins TUN!
... und wenn du jetzt

sagst: "Wow, ich möchte
schnell und vor allem
wirksam programmieren
mit Python lernen" dann
klicken jetzt direkt auf
den Button "Jetzt
kaufen" und... ..starte
deine Perspektive als
Python-Developer.

your journey to mastery,
20th Anniversary Edition
Python

Verzeichnis lieferbarer
Bücher

Introduction to
Artificial Intelligence
Monographien und
Periodika --

Fünfjahresverzeichnis.

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Reihe E
C++-Programmierung
lernen
von der Python-Codezeile
zur Deep-Learning-
Anwendung

A step-by-step gentle journey through the mathematics of neural networks, and making your own using the Python computer language. Neural networks are a key element of deep learning and artificial intelligence, which today is capable of some truly impressive feats. Yet too few really understand how neural networks actually work. This guide will take you on a fun and unhurried journey, starting from

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very simple ideas, and gradually building up an understanding of how neural networks work. You won't need any mathematics beyond secondary school, and an accessible introduction to calculus is also included. The ambition of this guide is to make neural networks as accessible as possible to as many readers as possible - there are enough texts for advanced readers already! You'll learn to code in Python and make your own neural network, teaching it to recognise human handwritten numbers, and performing as well as professionally developed networks. Part 1 is about ideas.

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We introduce the mathematical ideas underlying the neural networks, gently with lots of illustrations and examples. Part 2 is practical. We introduce the popular and easy to learn Python programming language, and gradually builds up a neural network which can learn to recognise human handwritten numbers, easily getting it to perform as well as networks made by professionals. Part 3 extends these ideas further. We push the performance of our neural network to an industry leading 98% using only simple ideas and code, test the network on your own handwriting, take a

privileged peek inside the mysterious mind of a neural network, and even get it all working on a Raspberry Pi. All the code in this has been tested to work on a Raspberry Pi Zero. If you've used a more traditional object-oriented language, such as C++ or Java, JavaScript probably doesn't seem object-oriented at all. It has no concept of classes, and you don't even need to define any objects in order to write code. But don't be fooled—JavaScript is an incredibly powerful and expressive object-oriented language that puts many design decisions right into your hands. In

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intelligence (AI). The broad-ranging discussion covers the key subdisciplines within the field, describing practical algorithms and concrete applications in the areas of agents, logic, search, reasoning under uncertainty, machine learning, neural networks, and reinforcement learning. Fully revised and updated, this much-anticipated second edition also includes new material on deep learning. Topics and features: presents an application-focused and hands-on approach to learning, with supplementary teaching resources provided at an associated website; contains

numerous study exercises and solutions, highlighted examples, definitions, theorems, and illustrative cartoons; includes chapters on predicate logic, PROLOG, heuristic search, probabilistic reasoning, machine learning and data mining, neural networks and reinforcement learning; reports on developments in deep learning, including applications of neural networks to generate creative content such as text, music and art (NEW); examines performance evaluation of clustering algorithms, and presents two practical examples explaining Bayes' theorem

and its relevance in everyday life (NEW); discusses search algorithms, analyzing the cycle check, explaining route planning for car navigation systems, and introducing Monte Carlo Tree Search (NEW); includes a section in the introduction on AI and society, discussing the implications of AI on topics such as employment and transportation (NEW). Ideal for foundation courses or modules on AI, this easy-to-read textbook offers an excellent overview of the field for students of computer science and other technical disciplines, requiring no more than a

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