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## Swift 4 Das Umfassende Handbuch Kofler Info

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Kotlin Programming  
Handbuch Kommunitarismus  
Literaturwissenschaft und Bibliotheken  
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## MAXIMILLIAN REED

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Kotlin Programming MITP-Verlags GmbH & Co. KG

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 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.

**Handbuch Kommunitarismus** dpunkt.verlag

For many researchers, Python is a first-class tool mainly because of its libraries for storing, manipulating, and gaining insight from data. Several resources exist for individual pieces of this data science stack, but only with the Python Data Science Handbook do you get them all—IPython, NumPy, Pandas, Matplotlib, Scikit-Learn, and other related tools. Working scientists and data crunchers familiar with reading and writing Python code will find this comprehensive desk reference ideal for tackling day-to-day issues: manipulating, transforming, and cleaning data; visualizing different types of data; and using data to build statistical or machine learning models. Quite simply, this is the must-have reference for scientific computing in Python. With this handbook, you'll learn how to use:

- IPython and Jupyter: provide computational environments for data scientists using Python
- NumPy: includes the ndarray for efficient storage and manipulation of dense data arrays in Python
- Pandas: features the DataFrame for efficient storage and manipulation of labeled/columnar data in Python
- Matplotlib: includes capabilities for a flexible range of data visualizations in Python
- Scikit-Learn: for efficient and clean Python implementations of the most important and established machine learning algorithms

*Literaturwissenschaft und Bibliotheken* torino media GmbH  
Von der Umsetzung der Vorgaben aus Basel II bis zum elektronischen Zahlungsverkehr - alle Neuigkeiten der Banken-IT. Die zweite Auflage dieses Standardwerkes wurde komplett neu strukturiert und gestaltet. Es bietet den aktuellen Stand der bankbetrieblichen IT: Renommierete Experten aus Banken, Hochschulen und Beratungsunternehmen haben zukunftsweisende IT-Architekturen für alle Geschäftsfelder sowie die Schnittstellen zum Bankenumfeld entwickelt.

**Swift 5 for Absolute Beginners** Greg Lim

Stay motivated and overcome obstacles while learning to use Swift Playgrounds and Xcode 10.2 to become a great iOS developer. This book, fully updated for Swift 5, is perfect for those with no programming background, those with some programming experience but no object-oriented experience, or those that have a great idea for an app but haven't programmed since school. Many people have a difficult time believing they can learn to write iOS apps. Swift 5 for Absolute Beginners will show you how to do

so. You'll learn Object-Oriented Programming (OOP) and be introduced to User Interface (UI) design following Apple's Human Interface Guidelines (HIG) using storyboards and the Model-View-Controller (MVC) pattern before moving on to write your own iPhone and Apple Watch apps from scratch. What You'll Learn

- Work with Swift classes, properties, and functions
- Examine proper User Interface (UI) and User Experience (UX) design
- Understand Swift data types: integers, floats, strings, and booleans
- Use Swift data collections: arrays and dictionaries
- Review Boolean logic, comparing data, and flow control
- Use the Xcode debugger to troubleshoot problems with your apps
- Store data in local app preferences and Core Data databases

Who This Book Is For  
Anyone who wants to learn to develop apps for the Mac, iPhone, iPad, and Apple Watch using the Swift programming language. No previous programming experience is necessary.

The Palgrave Handbook of Textbook Studies Springer Science & Business Media

Kotlin is a statically typed programming language designed to interoperate with Java and fully supported by Google on the Android operating system. Based on Big Nerd Ranch's popular Kotlin Essentials course, this guide shows you how to work effectively with the Kotlin programming language through hands-on examples and clear explanations of key Kotlin concepts and foundational APIs. Written for Kotlin 1.2, this book will also introduce you to JetBrains' IntelliJ IDEA development environment. Whether you are an experienced Android developer looking for modern features beyond what Java offers or a new developer ready to learn your first programming language, the authors will guide you from first principles to advanced usage of Kotlin. By the end of this book, you will be empowered to create reliable, concise applications in Kotlin.

**Raspberry Pi For Dummies** O'Reilly Media

Get running fast on Linux by learning its leading applications. Maximize productivity, learn how to use Linux Internet services, how to work with Emacs and much more. Latest distributions covered include: RedHat 6, Caldera 2, Debian, and SuSE 6. Two CD-ROMs contain both RedHat 6 and SuSE 6.

**LINUX** Рипол Классик

Swift 4Swift 2iOS-Apps mit Swift 2MITP-Verlags GmbH & Co. KG

**Große Philosophen der Antike** Springer

Get to grips with object-oriented programming in Swift to efficiently build powerful real-world applications About This Book Leverage the most efficient object-oriented design patterns in your Swift applications Write robust, safer, and better code using the blueprints that generate objects Build a platform with object-oriented code by using real-world elements and represent them in your app Who This Book Is For If you are an iOS developer who has a basic idea of object-oriented programming and want to incorporate its concepts with Swift to optimize your application's code and create reusable and easily to understand building blocks, then this book is for you. This is a very useful resource for developers who want to shift from Objective C, C#, Java, Python, JavaScript, or other object-oriented languages to Swift What You Will Learn Build solid, stable, and reliable applications using Swift Work with encapsulation, abstraction, and polymorphism using Swift 2.0 Customize constructors and destructors based on your needs Develop Swift 2.0 with classes, instances, properties, and methods Take advantage of generic code to maximize code reuse and generalize behaviors Use state of inheritance, specialization, and the possibility to overload members Write high quality object-oriented code to build apps for iOS or Mac OS X In Detail Object-Oriented Programming (OOP) is a programming paradigm based on the concept of objects; these are data structures that contain data in the form of fields, often known as attributes and code. Objects are everywhere, and so it is very important to recognize elements, known as objects, from real-world situations and know how they can easily be translated into object-oriented code. Object-Oriented Programming with Swift is an easy-to-follow guide packed full of hands-on examples of solutions to common problems encountered with object-oriented code in Swift. It starts by helping you to recognize objects using real-life scenarios and demonstrates how working with them makes it simpler to write code that is easy to understand and reuse. You will learn to protect and hide data with the data encapsulation features of Swift. Then, you will explore how to maximize code reuse by writing code capable of working with objects of different types. After that, you'll discover the power of parametric polymorphism and will combine generic code with inheritance and multiple inheritance. Later, you move on to refactoring your existing code and organizing your source for easy maintenance and extensions.

By the end of the book, you will be able to create better, stronger, and more reusable code, which will help you build better applications. Style and approach This simple guide is packed with practical examples of solutions to common problems. Each chapter includes exercises and the possibility for you to test your progress by answering questions.

*The Theology of Hathor of Dendera* Pragmatic Bookshelf Create and implement AI-based features in your Swift apps for iOS, macOS, tvOS, and watchOS. With this practical book, programmers and developers of all kinds will find a one-stop shop for AI and machine learning with Swift. Taking a task-based approach, you'll learn how to build features that use powerful AI features to identify images, make predictions, generate content, recommend things, and more. AI is increasingly essential for every developer—and you don't need to be a data scientist or mathematician to take advantage of it in your apps. Explore Swift-based AI and ML techniques for building applications. Learn where and how AI-driven features make sense. Inspect tools such as Apple's Python-powered Turi Create and Google's Swift for TensorFlow to train and build models. I: Fundamentals and Tools—Learn AI basics, our task-based approach, and discover how to build or find a dataset. II: Task Based AI—Build vision, audio, text, motion, and augmentation-related features; learn how to convert preexisting models. III: Beyond—Discover the theory behind task-based practice, explore AI and ML methods, and learn how you can build it all from scratch... if you want to *Blätter für literarische Unterhaltung* Routledge Explores how the Wehrmacht's defensive conduct contributed to the radicalisation of behavioural patterns in Germany during the war's final months.

**Plant Tissue Culture** Springer-Verlag

This volume examines the present status and future trends of textbook studies. Cutting-edge essays by leading experts and emerging scholars explore the field's theories, methodologies, and topics with the goal of generating debate and providing new perspectives. The Georg Eckert Institute's unique transdisciplinary focus on international textbook research has shaped this handbook, which explores the history of the discipline, the production processes and contexts that influence textbooks, the concepts they incorporate, how this medium itself is received and future trends. The book maps and discusses approaches based in

cultural studies as well as in the social and educational sciences in addition to contemporary methodologies used in the field. The book aims to become the central interdisciplinary reference for textbook researchers, students, and educational practitioners. *Python Testing with pytest* Cambridge University Press Umfangreiche Grundlagen der Programmiersprache Swift Zahlreiche praxisnahe und leicht verständliche Beispiele Steuerelemente, grafische Oberflächen, Navigation, Karten und lokale Benachrichtigungen Die Entwicklung von Apps für das iPhone wird immer beliebter, jedoch ist der Einstieg nicht immer einfach. Holger Hinzberg zeigt Ihnen von Grund auf, leicht verständlich und praxisnah, wie Sie Apps mit Swift 2, dem Cocoa Touch Framework und dem iOS SDK erstellen und die dazu nötigen Werkzeuge bedienen. Alle Funktionen werden anhand von Beispielen erläutert. So lernen Sie das Handwerkszeug, das Sie benötigen, um später eigene Apps zu entwickeln. Der Autor stellt dabei die Praxis in den Vordergrund. Alle Beispiele sind so angelegt, dass sie leicht programmiert werden können. Einzelne Methoden lassen sich später einfach nachschlagen. Sie finden zahlreiche voneinander unabhängige Beispiele, an denen gezielt spezielle Technologien und Anwendungsfälle erklärt werden: von einfachen Projekten für die Eingabe von Texten und Zahlen über Checklisten bis hin zu Tabellen mit Master-Detail-Beziehungen. Das Buch richtet sich an Leser, die bereits Erfahrungen in einer anderen objektorientierten Programmiersprache haben. So liegt der Fokus des Buches auf den Besonderheiten von Swift und der App-Programmierung. Das Buch ist aktuell zu iOS 9. Als Betriebssystem benötigen Sie OS X 10.11 El Capitan oder neuer. Mit dem Simulator der kostenlosen Xcode-Software können Sie Ihre neu entwickelten Apps auch ohne iOS-Gerät testen. Ein iPhone, iPad oder iPod touch ist für die Beispiele im Buch nicht erforderlich.

**Swift 2** Addison Wesley Longman

Find practical, logical, and efficient recipes for building cross-platform apps for iOS 15, macOS, and watchOS using Swift 5.5, Xcode 13, and SwiftUI 3.0 Key Features: Apply the declarative programming paradigm to build cross-platform UIs for Apple devices Learn to integrate UIKit, Core Data, Firebase, and Sign in with Apple with SwiftUI Adopt the new SwiftUI 3.0 features to build visually appealing UIs speedily Book Description: SwiftUI provides an innovative and simple way to build beautiful user

interfaces (UIs) for all Apple platforms, from iOS and macOS through to watchOS and tvOS, using the Swift programming language. In this recipe-based cookbook, you'll cover the foundations of SwiftUI as well as the new SwiftUI 3 features introduced in iOS 15 and explore a range of essential techniques and concepts that will help you through the development process. The cookbook begins by explaining how to use basic SwiftUI components. Once you've learned the core concepts of UI development, such as Views, Controls, Lists, and ScrollViews, using practical implementations in Swift, you'll advance to adding useful features to SwiftUI using drawings, built-in shapes, animations, and transitions. You'll understand how to integrate SwiftUI with exciting new components in the Apple development ecosystem, such as Combine for managing events and Core Data for managing app data. Finally, you'll write iOS, macOS, and watchOS apps by sharing the same SwiftUI codebase. By the end of this SwiftUI book, you'll have discovered a range of simple, direct solutions to common problems encountered when building SwiftUI apps. What You Will Learn: Explore various layout presentations in SwiftUI such as HStack, VStack, LazyHStack, and LazyVGrid Create widgets to quickly display relevant content at glance Get up to speed with drawings in SwiftUI using built-in shapes, custom paths, and polygons Discover modern animation and transition techniques in SwiftUI Add user authentication using Firebase and Sign in with Apple Manage concurrency with Combine and async/await in SwiftUI Solve the most common SwiftUI problems, such as integrating a MapKit map, unit testing, snapshot testing, and previewing layouts Who this book is for: This book is for mobile developers who want to learn SwiftUI as well as experienced iOS developers transitioning from UIKit to SwiftUI. The book assumes knowledge of the Swift programming language. Knowledge of object-oriented design and data structures will be useful but not necessary. You'll also find this book to be a helpful resource if you're looking for reference material regarding the implementation of various features in SwiftUI.

[SwiftUI Cookbook](#) Springer-Verlag

Do less work when testing your Python code, but be just as expressive, just as elegant, and just as readable. The pytest testing framework helps you write tests quickly and keep them readable and maintainable - with no boilerplate code. Using a

robust yet simple fixture model, it's just as easy to write small tests with pytest as it is to scale up to complex functional testing for applications, packages, and libraries. This book shows you how. For Python-based projects, pytest is the undeniable choice to test your code if you're looking for a full-featured, API-independent, flexible, and extensible testing framework. With a full-bodied fixture model that is unmatched in any other tool, the pytest framework gives you powerful features such as assert rewriting and plug-in capability - with no boilerplate code. With simple step-by-step instructions and sample code, this book gets you up to speed quickly on this easy-to-learn and robust tool. Write short, maintainable tests that elegantly express what you're testing. Add powerful testing features and still speed up test times by distributing tests across multiple processors and running tests in parallel. Use the built-in assert statements to reduce false test failures by separating setup and test failures. Test error conditions and corner cases with expected exception testing, and use one test to run many test cases with parameterized testing. Extend pytest with plugins, connect it to continuous integration systems, and use it in tandem with tox, mock, coverage, unittest, and doctest. Write simple, maintainable tests that elegantly express what you're testing and why. What You Need: The examples in this book are written using Python 3.6 and pytest 3.0. However, pytest 3.0 supports Python 2.6, 2.7, and Python 3.3-3.6. *Violence in Defeat* "O'Reilly Media, Inc."

Sie finden in diesem Werk die Lebensläufe und alle wichtigen Informationen der großen Philosophen der Antike: Platon, Sokrates, Epikur, Aristoteles, Demokrit, Heraklit und Thales. Ihr Leben, ihre Lebensumstände, ihr Umfeld, die Kernaussagen ihrer Philosophie und vieles mehr. *Handbuch Informationstechnologie in Banken* Packt Publishing Ltd The Original Portrayal of Mozart's Don Giovanni offers an original reading of Mozart's and Da Ponte's opera Don Giovanni, using as a lens the portrayal of the title role by its creator, the baritone Luigi Bassi (1766-1825). Although Bassi was coached in the role by the composer himself, his portrayal has never been studied in depth before, and this book presents a large number of new sources (first- and second-hand accounts), which allows us to reconstruct his performance scene by scene. The book confronts Bassi's portrayal with a study of the opera's early German reception and performance history, demonstrating how Don

Giovanni as we know it today was not only created by Mozart, Da Ponte and Luigi Bassi but also by the early German adapters, translators, critics and performers who turned the title character into the arrogant and violent villain we still encounter in most of today's stage productions. Incorporating discussion of dramaturgical thinking of the late Enlightenment and the difficult moral problems that the opera raises, this is an important study for scholars and researchers from opera studies, theatre and performance studies, music history as well as conductors, directors and singers.

*Python Data Science Handbook* University of Toronto Press

From its modern origins in seventeenth-century France, encyclopedic compilations met the need for the dissemination of information in a more flexible format, one that eschewed the limits of previous centuries of erudition. The rise of vernacular languages dovetailed with the demand for information in every sector, sparking competition among nations to establish the encyclopedic "paper empires" that became symbols of power and potential. The contributors to this edited collection evaluate the long-overlooked phenomenon of knowledge creation and transfer that occurred in hundreds of translated encyclopedic compilations over the long eighteenth century. Analysing multiple instances of translated compilations, *Translation and Transfer of Knowledge in Encyclopedic Compilations, 1680-1830* expands into the vast realm of the multilingual, encyclopedic compilation, the most tangible proof of the global enlightenment. Through the presentation of an extensive corpus of translated compilations, this volume argues that the true site of knowledge transfer resided in the transnational movement of ideas exemplified by these compendia. The encyclopedia came to represent the aspiring nation as a viable economic and political player on the world stage; the capability to tell knowledge through culture became the hallmark of a nation's cultural capital, symbolic of its might and mapping the how, why, and where of the global eighteenth century.

Pearson Technology Group

\* Explains functions, usage, and customizing in detail \* Highlights solutions for real-world problems and addresses the most common problem areas \* Includes new content on exposure management, hedge accounting, correspondence, and much more \* 2nd Edition Updated and Expanded for SAP ERP 6.0 EHP6



Get the answers to your SAP Treasury and Risk Management questions in this updated comprehensive reference. This book explores the intricate solution from end to end, and includes helpful examples of how to work with business requirements and customize your system. Master the most common problem areas, and get familiar with SAP's additions and improvements up to EHP6. Master the Basics Understand how to work with and ensure the quality of your master and market data, and get to know transaction management processes in detail. Position Management and FI Integration Get familiar with position management in the Transaction Manager, external position management, and integration with the SAP General Ledger and other SAP components. Exposure and Hedge Management Learn how to manage your hedge risks from operations, treasury external risks, or treasury positions. Portfolio Controlling Find out what tools are available to monitor the risks of your portfolio and how to use them: Market Risk Analyzer, Value at Risk, or the results database...and Much More In this second edition, you'll find all topics updated, including correspondence and exposure management, reporting, and enhancements.

*Practical Artificial Intelligence with Swift* Springer-Verlag

Get your slice of Raspberry Pi With the invention of the unique credit card-sized single-board computer comes a new wave of hardware geeks, hackers, and hobbyists who are excited about the possibilities with the Raspberry Pi—and this is the perfect guide to get you started. With this down-to-earth book, you'll quickly discover why the Raspberry Pi is in high demand! There's a reason the Raspberry Pi sold a million units in its first year, and you're about to find out why! In *Raspberry Pi For Dummies*, 3rd Edition veteran tech authors Sean McManus and Mike Cook make it easier than ever to get you up and running on your Raspberry Pi, from setting it up, downloading the operating system, and using the desktop environment to editing photos, playing music and videos, and programming with Scratch—and everything in between. Covers connecting the Pi to other devices such as a keyboard, mouse, monitor, and more Teaches you basic Linux System Admin Explores creating simple hardware projects Shows you how to create web pages *Raspberry Pi For Dummies*, 3rd Edition makes computing as easy as pie!

*Soziale Grundrechte und europäische Finanzhilfe* John Wiley & Sons

Karten im Scheckkartenformat, in die ein Speicher- oder Prozessorchip integriert ist, eröffnen in vielen Branchen neue Produkt- und Marketingmöglichkeiten. Dieses Buch ist ein umfassender und praxisorientierter Wegweiser für Unternehmen, die Chipkarten-Technologie für neue Geschäftsfelder erfolgreich nutzen wollen. Behandelt werden insbesondere strategische, organisatorische, technische und rechtliche Aspekte. Insgesamt dient das Buch in allen Phasen der Projektierung und Realisierung, von der Idee über die Planung zur Implementierung von Chipkarten-Systemen. Rezension in *Card-Forum* 4 Jg. 4/97, S.30 April 1997 (...) Hautnah, kompetent, aber vor allem verständlich werden die vielen Facetten von der Kartenherstellung, den Anwendung und Sicherheitsaspekten bis hin zu den Rechtsfragen beleuchtet. Die Bezeichnung "Handbuch" ist berechtigt. (...) (...) der man sich übrigens auch hervorragend als Querleser und Seiteneinsteiger nähern kann, (...) Rezension in *Geldinstitute* 28. Jg. Heft 3, S. 143 März 1997 (...) Es bietet umfassende und hochaktuelle Information. Technische, betriebswirtschaftliche, rechtliche und Sicherheitsaspekte werden behandelt.