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WebGL Programming Guide *OpenGL Programming Guide* **Beginner's Programming Guide with Python V3.40 The Parent's Guide to Family-friendly Work OpenGL Programming Guide The Government Manager's Guide to Earned Value Management** The Internet Encyclopedia, Volume 3 (P - Z) **OpenGL Programming Guide Catalog of Federal Domestic Assistance** *IBM Intelligent Operations Center 1.6 Programming Guide* **Graphics Library Programming Guide Beginner's Guide for Data Analysis using R Programming OpenGL Programming Guide** *Maple V Programming Guide* **Breast Imaging** *Rapid Decision Support Usage Guide Document Retrieval Index* **Generative Programming and Component Engineering** *Three-Dimensional Imaging, Visualization, and Display* IBM System Storage Open Systems Tape Encryption Solutions Microsoft Workgroup Add-On for Windows: User's Guide for the Microsoft Windows Operating System **Scientific and Technical Aerospace Reports Languages and Compilers for Parallel Computing Resources in Education** The Complete Guide to CICS Transaction Gateway Volume 1 Configuration and Administration **The Rust Programming Language (Covers Rust 2018)** Energy Research Abstracts *Introduction to the New Mainframe: z/OS Basics Architecture of Computing Systems - ARCS 2010* **Biosurveillance** FCC Record **An Introductory Guide to EC Competition Law and Practice** *Advances in Grid and Pervasive Computing* Control and Automation, and Energy System Engineering **IC3 Certification Guide Using Microsoft Windows 7 & Microsoft Office 2013** IoT Product Development with Programming **Federal Cloud Computing** *Official Gazette of*

the United States Patent and Trademark Office <u>Catalog of Copyright Entries. Third Series</u> <u>Multimedia Image and Video Processing</u>

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<u>The Complete Guide to CICS Transaction Gateway Volume 1 Configuration and Administration</u> Oct 09 2020 In this IBM® Redbooks® publication, you will gain an appreciation of the IBM CICS® Transaction Gateway (CICS TG) product suite, based on key criteria, such as capabilities, scalability, platform, CICS server support, application language support, and licensing model. Matching the requirements to available infrastructure and hardware choices requires an appreciation of the choices available. In this book, you will gain an understanding of those choices, and will be capable of choosing the appropriate CICS connection protocol, APIs for the applications, and security

options. You will understand the services available to the application developer when using a chosen protocol. You will then learn about how to implement CICS TG solutions, taking advantage of the latest capabilities, such as IPIC connectivity, high availability, and Dynamic Server Selection. Specific scenarios illustrate the usage of CICS TG for IBM z/OS®, and CICS TG for Multiplatforms, with CICS Transaction Server for z/OS and IBM WebSphere® Application Server, including connections in CICS, configuring simple end-to-end connectivity (all platforms) with verification for remote and local mode applications, and adding security, XA support, and high availability.

OpenGL Programming Guide Mar 26 2022 This book explains how to create graphics programs using OpenGL, Release 1. It presents the overall architecture of OpenGL and discusses in detail every function included in the specification. Numerous programming examples in C show how to use OpenGL functions.

Microsoft Workgroup Add-On for Windows: User's Guide for the Microsoft Windows Operating System Feb 10 2021

OpenGL Programming Guide Oct 01 2022 Complete Coverage of OpenGL® 4.5—the Latest Version (Includes 4.5, 4.4, SPIR-V, and Extensions) The latest version of today's leading worldwide standard for computer graphics, OpenGL 4.5 delivers significant improvements in application efficiency, flexibility, and performance. OpenGL 4.5 is an exceptionally mature and robust platform for programming high-quality computer-generated images and interactive applications using 2D and 3D objects, color images, and shaders. OpenGL® Programming Guide, Ninth Edition, presents definitive, comprehensive information on OpenGL 4.5, 4.4, SPIR-V, OpenGL extensions, and the OpenGL Shading Language. It will serve you for as long as you write or maintain OpenGL code. This edition of the best-selling "Red Book" fully integrates shader techniques alongside classic, function-

centric approaches, and contains extensive code examples that demonstrate modern techniques. Starting with the fundamentals, its wide-ranging coverage includes drawing, color, pixels, fragments, transformations, textures, framebuffers, light and shadow, and memory techniques for advanced rendering and nongraphical applications. It also offers discussions of all shader stages, including thorough explorations of tessellation, geometric, and compute shaders. New coverage in this edition includes Thorough coverage of OpenGL 4.5 Direct State Access (DSA), which overhauls the OpenGL programming model and how applications access objects Deeper discussions and more examples of shader functionality and GPU processing, reflecting industry trends to move functionality onto graphics processors Demonstrations and examples of key features based on community feedback and suggestions Updated appendixes covering the latest OpenGL libraries, related APIs, functions, variables, formats, and debugging and profiling techniques

Maple V Programming Guide Sep 19 2021 Maple V Mathematics Programming Guide is the fully updated language and programming reference for Maple V Release 5. It presents a detailed description of Maple V Release 5 - the latest release of the powerful, interactive computer algebra system used worldwide as a tool for problem-solving in mathematics, the sciences, engineering, and education. This manual describes the use of both numeric and symbolic expressions, the data types available, and the programming language statements in Maple. It shows how the system can be extended or customized through user defined routines and gives complete descriptions of the system's user interface and 2D and 3D graphics capabilities.

Breast Imaging Aug 19 2021 This book constitutes the refereed proceedings of the 11th International Workshop on Digital Mammography, IWDM 2012, held in Philadelphia, PA, USA, in July 2012. The 42 revised full papers and 58 revised poster papers presented were carefully

reviewed and selected from numerous initial submissions. The papers are organized in topical sections on contrast-enhancing imaging, digital mammography methods, tomosynthesis system design, tomosynthesis - image quality and dose, clinical tomosynthesis, functional breast imaging, breast computed tomography, computer-aided diagnosis and image processing, tomosynthesis reconstruction, and breast density.

IC3 Certification Guide Using Microsoft Windows 7 & Microsoft Office 2013 Nov 29 2019 Now readers can effectively prepare for success with the IC3 (Internet and Computing Core Certification program) with IC3 INTERNET AND COMPUTING CORE CERTIFICATION GUIDE USING MICROSOFT WINDOWS 7 AND MICROSOFT OFFICE 2013. The IC3 global training and certification program proves users are equipped with computer skills to excel in a digital world. It shows users are capable of using of computer technology ranging from basic hardware and software to operating systems, applications, and the Internet. These skills position readers to advance their careers through additional computer certifications, such as CompTIA's A+ and similar exams. Today, more than ever, computers and Internet skills are prerequisites for employment and higher education. Employers and universities now understand that exposure to computers does not equal understanding computers. This book provides the knowledge and skills that a functional user of computer hardware, software, networks, and the Internet needs. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Generative Programming and Component Engineering May 16 2021 This book constitutes the refereed proceedings of the Third International Conference on Generative Programming and Component Engineering, GPCE 2004, held in Vancouver, Canada in October 2004. The 25 revised

full papers presented together with abstracts of 2 invited talks were carefully reviewed and selected from 75 submissions. The papers are organized in topical sections on aspect-orientation, staged programming, types for meta-programming, meta-programming, model-driven approaches, product lines, and domain-specific languages and generation.

Multimedia Image and Video Processing Jun 24 2019 As multimedia applications have become part of contemporary daily life, numerous paradigm-shifting technologies in multimedia processing have emerged over the last decade. Substantially updated with 21 new chapters, Multimedia Image and Video Processing, Second Edition explores the most recent advances in multimedia research and applications. This edition presents a comprehensive treatment of multimedia information mining, security, systems, coding, search, hardware, and communications as well as multimodal information fusion and interaction. Clearly divided into seven parts, the book begins with a section on standards, fundamental methods, design issues, and typical architectures. It then focuses on the coding of video and multimedia content before covering multimedia search, retrieval, and management. After examining multimedia security, the book describes multimedia communications and networking and explains the architecture design and implementation for multimedia image and video processing. It concludes with a section on multimedia systems and applications. Written by some of the most prominent experts in the field, this updated edition provides readers with the latest research in multimedia processing and equips them with advanced techniques for the design of multimedia systems.

OpenGL Programming Guide Oct 21 2021 Explaining how graphics programs using Release 1.1, the latest release of OpenGL, this book presents the overall structure of OpenGL and discusses in detail every OpenGL feature including the new features introduced in Release 1.1. Numerous

programming examples in C show how to use OpenGL functions. Also includes 16 pages of full-color examples.

Catalog of Federal Domestic Assistance Feb 22 2022 Identifies and describes specific government assistance opportunities such as loans, grants, counseling, and procurement contracts available under many agencies and programs.

Energy Research Abstracts Aug 07 2020

Biosurveillance May 04 2020 As evidenced by the anthrax attacks in 2001, the SARS outbreak in 2003, and the H1N1 influenza pandemic in 2009, a pathogen does not recognize geographic or national boundaries, often leading to devastating consequences. Automated biosurveillance systems have emerged as key solutions for mitigating current and future health-related events. Focusing on this promising public health innovation, Biosurveillance: Methods and Case Studies discusses how these systems churn through vast amounts of health-related data to support epidemiologists and public health officials in the early identification, situation awareness, and response management of natural and man-made health-related events. The book follows a natural sequence from theory to application. The initial chapters build a foundation while subsequent chapters present more applied case studies from around the world, including China, the United States, Denmark, and the Asia-Pacific region. The contributors share candid, first-hand insights on lessons learned and unresolved issues that will help chart the future of biosurveillance. As this book illustrates, biosurveillance operates in a complex, multidimensional problem space that incorporates varied data. Capturing the progress of modern-day pioneers who are walking in John Snow's footsteps, this volume shows how contemporary information technology can be applied to the age-old challenge of combating the spread of disease and illness.

IBM Intelligent Operations Center 1.6 Programming Guide Jan 24 2022 IBM® Intelligent Operations Center is an integrated solution. It provides a rich set of capabilities and line of business tools that business users with domain expertise and no technical background can use without customization. IBM Intelligent Operations Center also provides services and extension points that developers can use to extend the IBM Intelligent Operations Center standard functions and develop capabilities specific to the domain and client requirements. IBM Intelligent Operations Center includes an application-based programming model that supports all the interactions with the solution components. The programming model is based on industry standard Representational State Transfer (REST) and Java technologies. IBM Intelligent Operations Center includes a full set of REST and Java application programming interfaces (APIs) that provide a simplified development environment and make the platform easy to extend and customize for a large community of developers. This IBM Redbooks® publication gives a broad understanding of the IBM Intelligent Operations Center 1.6.0.1 programming model and available extension points. Many of the chapters describe working examples and usage scenarios that demonstrate how to extend the IBM Intelligent Operations Center base platform. This book includes sample code that can be downloaded from the IBM Redbooks website. The target audience for this book consists of solution architects, developers, technical consultants, and solution administrators who will learn the following information: The options available to extend the IBM Intelligent Operations Center solution programmatically How to configure customizations tailored to specific customer requirements How to use the available configuration tools to configure the solution without requiring programming Readers of this book will benefit from the IBM Redbooks publication IBM® Intelligent Operations Center 1.5 to 1.6 Migration Guide , SG24-8202.

Beginner's Guide for Data Analysis using R Programming Nov 21 2021 R programming is an efficient tool for statistical analysis of data. Data science has become critical to each field and the popularity of R is skyrocketing. Organization as large and diverse as Google, Facebook, Microsoft, Bank of America, Ford Motor Company, Mozilla, Thomas Cook, The New York Times, The National Weather Service, Twitter, ANZ Bank, Uber, Airbnb etc . have turned to R for reporting, analyzing and visualization of data, this book is for students and professionals of Mathematics, Statistics, Physics, Chemistry, Biology, Social Science and Medicine, Business, Engineering, Software, Information Technology, Sales, Bio Informatics, Pharmacy and any one, where data needs to be analyzed and represented graphically.

Resources in Education Nov 09 2020

The Internet Encyclopedia, Volume 3 (P - Z) Apr 26 2022 The Internet Encyclopedia in a 3-volume reference work on the internet as a business tool, IT platform, and communications and commerce medium.

FCC Record Apr 02 2020

IoT Product Development with Programming Oct 28 2019 Simplified way to understand IoT Product Development Programming concepts with Explanation and Circuit Diagram Easy to learn and quick to understand. Logic box explains key fundamentals of each program. Particle Electron and Photon programming reference guide Lots of real-life programs along with output screenshot Quickly and user-friendly guideline to develop IoT products.

Three-Dimensional Imaging, Visualization, and Display Apr 14 2021 Here is an up-to-date examination of recent developments in 3D imaging, as well as coverage of the prospects and challenges facing 3D moving picture systems and devices, including binocular, multi-view,

holographic, and image reproduction techniques.

OpenGL Programming Guide Jun 28 2022 Includes Complete Coverage of the OpenGL® Shading Language! Today's OpenGL software interface enables programmers to produce extraordinarily high-quality computer-generated images and interactive applications using 2D and 3D objects, color images, and programmable shaders. OpenGL® Programming Guide: The Official Guide to Learning OpenGL®, Version 4.3, Eighth Edition, has been almost completely rewritten and provides definitive, comprehensive information on OpenGL and the OpenGL Shading Language. This edition of the best-selling "Red Book" describes the features through OpenGL version 4.3. It also includes updated information and techniques formerly covered in OpenGL® Shading Language (the "Orange Book"). For the first time, this guide completely integrates shader techniques, alongside classic, functioncentric techniques. Extensive new text and code are presented, demonstrating the latest in OpenGL programming techniques. OpenGL® Programming Guide, Eighth Edition, provides clear explanations of OpenGL functionality and techniques, including processing geometric objects with vertex, tessellation, and geometry shaders using geometric transformations and viewing matrices; working with pixels and texture maps through fragment shaders; and advanced data techniques using framebuffer objects and compute shaders. New OpenGL features covered in this edition include Best practices and sample code for taking full advantage of shaders and the entire shading pipeline (including geometry and tessellation shaders) Integration of general computation into the rendering pipeline via compute shaders Techniques for binding multiple shader programs at once during application execution Latest GLSL features for doing advanced shading techniques Additional new techniques for optimizing graphics program performance

Federal Cloud Computing Sep 27 2019 Federal Cloud Computing: The Definitive Guide for Cloud

Service Providers, Second Edition offers an in-depth look at topics surrounding federal cloud computing within the federal government, including the Federal Cloud Computing Strategy, Cloud Computing Standards, Security and Privacy, and Security Automation. You will learn the basics of the NIST risk management framework (RMF) with a specific focus on cloud computing environments, all aspects of the Federal Risk and Authorization Management Program (FedRAMP) process, and steps for cost-effectively implementing the Assessment and Authorization (A&A) process, as well as strategies for implementing Continuous Monitoring, enabling the Cloud Service Provider to address the FedRAMP requirement on an ongoing basis. This updated edition will cover the latest changes to FedRAMP program, including clarifying guidance on the paths for Cloud Service Providers to achieve FedRAMP compliance, an expanded discussion of the new FedRAMP Security Control, which is based on the NIST SP 800-53 Revision 4, and maintaining FedRAMP compliance through Continuous Monitoring. Further, a new chapter has been added on the FedRAMP requirements for Vulnerability Scanning and Penetration Testing. Provides a common understanding of the federal requirements as they apply to cloud computing Offers a targeted and cost-effective approach for applying the National Institute of Standards and Technology (NIST) Risk Management Framework (RMF) Features both technical and non-technical perspectives of the Federal Assessment and Authorization (A&A) process that speaks across the organization

Languages and Compilers for Parallel Computing Dec 11 2020
Itisourpleasuretopresentthepapersacceptedforthe22ndInternationalWo- shop on Languages and Compilers for Parallel Computing held during October 8–10 2009 in Newark Delaware, USA. Since 1986, LCPC has became a valuable venueforresearchersto reportonworkinthegeneralareaofparallelcomputing, high-performance computer architecture and

compilers. LCPC 2009 continued this tradition and in particular extended the area of interest to new parallel computing accelerators such as the IBM Cell Processor and Graphic Processing Unit (GPU). This year we received 52 submissions from 15 countries. Each submission receivedatleastthreereviewsandmosthadfour.ThePCalsosoughtadditional externalreviewsforcontentiouspapers.ThePCheldanall-dayphoneconference on August 24 to discuss the papers. PC members who had a con?ict of interest were asked to leave the call temporarily when the corresponding papers were discussed. From the 52 submissions, the PC selected 25 full papers and 5 short paperstobeincludedintheworkshopproceeding,representinga58%acceptance rate. We were fortunate to have three keynote speeches, a panel discussion and a tutorial in this year's workshop. First, Thomas Sterling, Professor of Computer Science at Louisiana State University, gave a keynote talk titled "HPC in Phase Change: Towards a New Parallel Execution Model." Sterling argued that a new multi-dimensional research thrust was required to realize the design goals with regard to power, complexity, clock rate and reliability in the new parallel c- puter systems.ParalleX,anexploratoryexecutionmodeldevelopedbySterling's group was introduced to guide the co-design of new architectures, programming methods and system software.
Architecture of Computing Systems - ARCS 2010 Jun 04 2020 Annotation. This book constitutes the refereed proceedings of the 23rd InternationalConference on Architecture of Computing Systems, ARCS 2010, held inHannover, Germany, in February 2010. The 20 revised full papers presented together with 1 keynote lecture werecarefully reviewed and selected from 55 submissions. This year's specialfocus is set on heterogeneous systems. The papers are organized in topicalsections on processor design, embedded systems, organic computing andself-organization, processor design and transactional memory, energymanagement in distributed environments and ad-hoc grids,

performancemodeling and benchmarking, as well as accelerators and GPUs.

Advances in Grid and Pervasive Computing Jan 30 2020 This book constitutes the proceedings of the 5th International Conference, CPC 2010 , held in Hualien, Taiwan in May 2010. The 67 full papers are carefully selected from 184 submissions and focus on topics such as cloud and Grid computing, peer-to-peer and pervasive computing, sensor and moile networks, service-oriented computing, resource management and scheduling, Grid and pervasive applications, semantic Grid and ontologies, mobile commerce and services.

Control and Automation, and Energy System Engineering Dec 31 2019 This book comprises selected papers of the International Conferences, CA and CES3 2011, held as Part of the Future Generation Information Technology Conference, FGIT 2011, in Conjunction with GDC 2011, Jeju Island, Korea, in December 2011. The papers presented were carefully reviewed and selected from numerous submissions and focus on the various aspects of control and automation, and circuits, control, communication, electricity, electronics, energy, system, signal and simulation.

An Introductory Guide to EC Competition Law and Practice Mar 02 2020

Official Gazette of the United States Patent and Trademark Office Aug 26 2019

IBM System Storage Open Systems Tape Encryption Solutions Mar 14 2021 This IBM® Redbooks® publication discusses IBM System Storage Open Systems Tape Encryption solutions. It specifically describes Tivoli Key Lifecycle Manager (TKLM) Version 2, which is a Java software program that manages keys enterprise-wide and provides encryption-enabled tape drives with keys for encryption and decryption. The book explains various methods of managing IBM tape encryption. These methods differ in where the encryption policies reside, where key management is performed, whether a key manager is required, and if required, how the tape drives communicate with it. The

security and accessibility characteristics of encrypted data create considerations for clients which do not exist with storage devices that do not encrypt data. Encryption key material must be kept secure from disclosure or use by any agent that does not have authority to it; at the same time it must be accessible to any agent that has both the authority and need to use it at the time of need. This book is written for readers who need to understand and use the various methods of managing IBM tape encryption.

Introduction to the New Mainframe: z/OS Basics Jul 06 2020 This IBM® Redbooks® publication provides students of information systems technology with the background knowledge and skills necessary to begin using the basic facilities of a mainframe computer. It is the first in a planned series of book designed to introduce students to mainframe concepts and help prepare them for a career in large systems computing. For optimal learning, students are assumed to have successfully completed an introductory course in computer system concepts, such as computer organization and architecture, operating systems, data management, or data communications. They should also have successfully completed courses in one or more programming languages, and be PC literate. This book can also be used as a prerequisite for courses in advanced topics or for internships and special studies. It is not intended to be a complete text covering all aspects of mainframe operation or a reference book that discusses every feature and option of the mainframe facilities. Others who will benefit from this book include experienced data processing professionals who have worked with non-mainframe platforms, or who are familiar with some aspects of the mainframe but want to become knowledgeable with other facilities and benefits of the mainframe environment.

The Government Manager's Guide to Earned Value Management May 28 2022 This volume presents practical guidance for the government manager on earned value management (EVM), from

basic calculations to how to find the most useful information online. Emphasis is on the relevant reports that contractors are required to submit to the federal government as part of their compliance with mandated EVM on projects. Because the data submitted on reports do not translate automatically into recommendations for actions to be taken, information is included on how to analyze and evaluate contractor reports. This book is a must-read for understanding EVM on government projects.

WebGL Programming Guide Nov 02 2022 With this book, students will learn step-by-step, through realistic examples, building their skills as they move from simple to complex solutions for building visually appealing web pages and 3D applications with WebGL. Media, 3D graphics, and WebGL pioneers Dr. Kouichi Matsuda and Dr. Rodger Lea offer easy-to-understand tutorials on key aspects of WebGL, plus 100 downloadable sample programs, each demonstrating a specific WebGL topic. Students will move from basic techniques such as rendering, animating, and texturing triangles, all the way to advanced techniques such as fogging, shadowing, shader switching, and displaying 3D models generated by Blender or other authoring tools. This book won't just teach WebGL best practices, it will give a library of code to jumpstart projects.

The Parent's Guide to Family-friendly Work Jul 30 2022

Graphics Library Programming Guide Dec 23 2021

Scientific and Technical Aerospace Reports Jan 12 2021

The Rust Programming Language (Covers Rust 2018) Sep 07 2020 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.

Rapid Decision Support Usage Guide Jul 18 2021 Version 4.0 of the SPIKEware Rapid Decision Support SAS Macro package! Over 250 time-tested SAS macros to make your everyday SAS Programming steps much easier! This technical User's Guide will help you maximize your SAS Software experience.

Beginner's Programming Guide with Python V3.40 Aug 31 2022 Python is an object-oriented programming. Its important philosophy is summarized by PEP 20. Like ◎ Beautiful is better than ugly. ◎ Explicit is better than implicit. ◎ Simple is better than complex. ◎ Complex is better than

complicated. ◎ And so on.... The most important philosophy is "simple". So ◎ Keep it simple. When you write a Python program, the only thing you should keep in mind is the above sentence. But what is the meaning of "simple"? It is a good question, right? Simply speaking, the simple is a style and a thinking. That is to say, you should uses a direct, obvious and effective way to design a software using Python in any case. This e-book will take you to learn programming with Python. Just like the cover's image, I want to take you to go up the stairs step by step and you also learn programming with Python by this way, step by step. I think you should slow down and experience what you should know about programming. There are three parts of this e-book. ◎ Part One - Basics ◎ Part Two - Software Development ◎ Part Three - GUI Part One brings together all the basic skills about Python you need to know. Part Two introduces the basic knowledge about software development. Part Three designs a graphical user interface using Tk of the standard library. The purpose of this e-book is an introduction about programming with Python. You may need two or three months to study this e-book. The main reference of this e-book are the following web pages and books. ◎ Index of Python Enhancement Proposals ◎ The Python 2 Tutorial ◎ The Python 3.4 Tutorial ◎ Beginning Python: From Novice to Professional ◎ How to Think Like a Computer Scientist: Learning with Python, 2nd Edition (Using Python 2.x) This e-book is no advertising and best for reading on any mobile platform. If you have bought this e-book, thanks for your donating and let me continue to write new tutorials for beginners of programming. Thank you very much. *** Update Information **** In addition to change the cover of the e-book, I have also revised grammar and spelling errors of the e-book. Kaiching Chang 2015/9/8 2015/11/30

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