

Learning Core Audio A Hands On Guide To Audio Programming For Mac And Ios A Hands On Guide To Audio Programming For Mac And Ios

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Describes the Core Audio framework, covering such topics as recording, playback, format conversion, MIDI connectivity, and audio units.

Audio can affect the human brain in the most powerful and profound ways. Using Apple's Core Audio, you can leverage all that power in your own Mac and iOS software, implementing features ranging from audio capture to real-time effects, MP3 playback to virtual instruments, web radio to VoIP support. The most sophisticated audio programming system ever created, Core Audio is not simple. In Learning Core Audio , top Mac programming author Chris Adamson and legendary Core Audio expert Kevin Avila fully explain this challenging framework, enabling experienced Mac or iOS programmers to make the most of it. In plain language, Adamson and Avila explain what Core Audio can do, how it works, and how it builds on the natural phenomena of sound and the human language of audio. Next, using crystal-clear code examples, they guide you through recording, playback, format conversion, Audio Units, 3D audio MIDI connectivity, and overcoming unique challenges of Core Audio programming for iOS. Coverage includes: mastering Core Audio's surprising style and conventions; recording and playback with Audio Queue; synthesizing audio; perform effects on audio streams; capturing from the mic; mixing multiple streams; managing file streams; converting formats; creating 3D positional audio; using Core MIDI on the Mac; leveraging your Cocoa and Objective-C expertise in Core Audio's C-based environment, and much more. When you've mastered the "black arts" of Core Audio, you can do some serious magic. This book will transform you from an acolyte into a true Core Audio wizard.

Get Started Fast with Modern JavaScript Web Development! With the arrival of HTML5, jQuery, and Ajax, JavaScript web development skills are more valuable than ever! This complete, hands-on JavaScript tutorial covers everything you need to know now. Using line-by-line code walkthroughs and end-of-chapter exercises, top web developer and speaker Tim Wright will help you get results fast, even if you've never written a line of JavaScript before. Smart, friendly, enthusiastic, and packed with modern examples, Learning JavaScript covers both design-level and development-level JavaScript. You'll find expert knowledge and best practices for everything from jQuery and interface design to code organization and front-end templating. Wright's focused coverage includes regular break points and clear reviews that make modern JavaScript easier to learn—and easier to use! Learning JavaScript is your fastest route to success with JavaScript—whether you're entirely new to the language or you need to sharpen and upgrade skills you first learned a decade ago! Coverage includes • Mastering all of the JavaScript concepts and terminology you need to write new programs or efficiently modify existing code • Creating robust, secure code for both the design and development levels • Maximizing usability, reusability, accessibility, clarity, security, and performance • Taking full advantage of the browser environments your code will run in • Accessing the DOM to create behaviors and data interactions • Storing data for easy and efficient access • Using variables, functions, loops, and other core language features • Interacting with users through events • Communicating with servers through Ajax • Improving your productivity with JavaScript libraries

Get Started Fast with iOS 7 Core Data App Development Covers iOS 7 and Xcode 5 This is the first Core Data book to fully reflect Apple's latest platform innovations, including its dramatic recent improvements to iCloud support. Hands-on from start to finish, it teaches you step-by-step as you create a modern data-driven iOS app using Storyboards, ARC, iOS 7, and Xcode 5. Tim Roadley introduces new patterns and best practices designed to overcome the frustrations of Core Data development. One step at a time, you'll build and extend your skills—even mastering advanced techniques such as complex model migration, deep copy, background processing, and integration with Dropbox, StackMob, and iCloud. Downloadable versions of this book's main project are provided with each chapter, so you can see exactly what your app project should look like—and get cookbook-style code for your own projects. Chapter exercises help you explore even further, whether you're a self-learner or a student in an iOS development course. If you're an experienced iOS developer, this guide brings together all the skills, tools, code, and patterns you need to add powerful data management capabilities to any app—quickly, easily, and painlessly. Coverage includes the following: Understanding Core Data Adding Core Data to an existing project Designing, upgrading, and migrating data models (automatically and manually with progress indication) Populating views with data, including table-views and picker-views Preloading a "default data" persistent store from XML Deep-copying from one persistent store to another Performance tuning with Instruments, using large photos as the example Background processing, using thumbnail generation as the example Efficient search Seamlessly backing up and restoring with Dropbox Stable integration with iCloud—with full support for multiple accounts, seeding, and de-duplication Web service integration with StackMob

Software Expert Kent Beck Presents a Catalog of Patterns Infinitely Useful for Everyday Programming Great code doesn't just function: it clearly and consistently communicates your intentions, allowing other programmers to understand your code, rely on it, and modify it with confidence. But great code doesn't just happen. It is the outcome of hundreds of small but critical decisions programmers make every single day. Now, legendary software innovator Kent Beck—known worldwide for creating Extreme Programming and pioneering software patterns and test-driven development—focuses on these critical decisions, unearthing powerful "implementation patterns" for writing programs that are simpler, clearer, better organized, and more cost effective. Beck collects 77 patterns for handling everyday programming tasks and writing more readable code. This new collection of patterns addresses many aspects of development, including class, state, behavior, method, collections, frameworks, and more. He uses diagrams, stories, examples, and essays to engage the reader as he illuminates the patterns. You'll find proven solutions for handling everything from naming variables to checking exceptions.

An eight-time national chess champion and world champion martial artist shares the lessons he has learned from two very different competitive arenas, identifying key principles about learning and performance that readers can apply to their life goals. Reprint. 35,000 first printing.

Through a series of recent breakthroughs, deep learning has boosted the entire field of machine learning. Now, even programmers who know close to nothing about this technology can use simple, efficient tools to implement programs capable of learning from data. This practical book shows you how. By using concrete examples, minimal theory, and two production-ready Python frameworks—Scikit-Learn and TensorFlow—author Aurélien Géron helps you gain an intuitive understanding of the concepts and tools for building intelligent systems. You'll learn a range of techniques, starting with simple linear regression and progressing to deep neural networks. With exercises in each chapter to help you apply what you've learned, all you need is programming experience to get started. Explore the machine learning landscape, particularly neural nets Use Scikit-Learn to track an example machine-learning project end-to-end Explore several training models, including support vector machines, decision trees, random forests, and ensemble methods Use the TensorFlow library to build and train neural nets Dive into neural net architectures, including convolutional nets, recurrent nets, and deep reinforcement learning Learn techniques for training and scaling deep neural nets

An encyclopedia designed especially to meet the needs of elementary, junior high, and senior high school students.

This workbook contains a variety of exercises and activities designed to help young learners advance the fine motor skills that are essential to the handwriting process, beginning by tracing lines and curves, and then gently introducing some letter-writing practice. Several mazes are also included in the book as a fun way to promote visual motor skills, eye-hand coordination, and problem-solving skills. Young students are introduced to the letters of the alphabet in exercises that have them trace Lowercase Alphabet and then practice writing them on their own. Numbers are also presented in an engaging way, with a lesson in phonetics as well as exercises for tracing and writing numerals. A section of connect-the-dot games provides more motor skills development along with helping children learn the order of alphabet, while fill-in-the-blank games reinforce alphabet learning in a different way and provide more practice in writing the missing letters. My BIG Book of Writing! is a versatile tool that can help children who are struggling with writing skills to work at a comfortable level, as well as assisting those for whom writing comes more easily to experience the multitrack learning their developing minds are hungry to absorb. Whatever level a child is at, the activities and exercises in this workbook will stimulate the learning process and prepare him or her for reading and other learning challenges ahead.

Learn PHP Fast and Learn It Well. Master PHP Programming with a unique Hands-On ProjectNew Book by Best Selling Author Jamie Chan. Book 6 of the Learn Coding Fast Series.Do you want to learn PHP fast but are overwhelmed by all the information you find online? Or perhaps you have completed numerous PHP tutorials but are still unsure how everything works together. This book is for you. You no longer have to waste your time and money learning PHP from lengthy books, expensive online courses or fragmented PHP tutorials. This book covers all the major topics in PHP and is written in a concise and to the point manner. In addition, you'll be guided through a project at the end of the book where you get to apply the concepts learned and see how it all ties together.What this book offers...PHP for BeginnersComplex concepts are broken down into simple steps to ensure that you can easily master PHP even if you have never coded before. Concepts are presented in a "to-the-point" style to cater to the busy individual; no fluff or unnecessary details.Careful selection of topicsTopics are carefully selected to give you a broad exposure to PHP. These topics include HTML form handling, security management (prevention of XSS and SQL injection), object-oriented programming, error and exception handling techniques, databases and more.Carefully Chosen PHP ExamplesExamples are carefully chosen to illustrate all concepts. In addition, the output for all examples is provided immediately so you do not have to wait till you have access to your computer to test the examples.How is this book different...The best way to learn programming is by doing. This book includes a complete project at the end of the book where you get to build a mini-blog using PHP and MySQL. Working through the project gives you a chance to see how everything works together, including how to set up your servers, create a database, connect to it, process forms, manage security issues, handle errors and exceptions and more. Completing the project will not only give you an immense sense of achievement, it'll also help you retain the knowledge you've learned and master the language.Are you ready to dip your toes into the exciting world of PHP coding? This book is for you. Click the BUY button and download it now.Pre-requisites: Note that this book requires basic knowledge of HTML and SQL.What you'll learn: - What is PHP- What software do you need to run PHP scripts- How to set up your own server- What are constants, variables and operators- What are the common data types in PHP- How to control the flow of your PHP program using if statements, while loops etc- How to use numerous built-in functions in PHP- How to define your own functions- What is a cookie and session and how to use them- How to process HTML forms using the get and post methods- How to prevent attacks on your site - What is OOP and inheritance- How to connect to a database- How to handle errors and exceptions.. and more...Finally, you'll be guided through a hands-on project that requires the application of all the topics covered.Click the BUY button and download the book now to start learning PHP. Learn it fast and learn it well.

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