

Kx Tda30 Programming Manual

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Learn reactive programming in Swift with RxSwift! The popularity of reactive programming continues to grow on an ever-increasing number of platforms and languages. Rx lets developers easily and quickly build apps with code that can be understood by other Rx developers - even over different platforms. Not only will you learn how to use the RxSwift port to create complex reactive applications on iOS, you'll also see how to easily solve common application design issues by using RxSwift. Finally, you'll discover how to exercise full control over the library and leverage the full power of reactive programming in your apps. Who This Book Is For This book is for iOS developers who already feel comfortable with iOS and Swift, and want to dive deep into development with RxSwift. Topics Covered in RxSwift Getting Started Get an introduction to the reactive programming paradigm, learn the terminology involved and see how to begin using RxSwift in your projects. Event Management Learn how to handle asynchronous event sequences via two key concepts in Rx - Observables and Observers. Being Selective See how to work with various events using concepts such as filtering, transforming, combining, and time operators. UI Development RxSwift makes it easy to work with the UI of your apps using RxCocoa, which provides an integration of both UIKit and Cocoa. Intermediate Topics Level up your RxSwift knowledge with chapters on reactive networking, multi-threading, and error handling. Advanced Topics Round out your RxSwift education by learning about MVVM app architecture, scene-based navigation, and exposing data via services. And much, much more! By the end of this book, you'll have hands-on experience solving common issues in a reactive paradigm - and you'll be well on your way to coming up with your own Rx patterns and solutions!

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Oil Well Testing Handbook is a valuable addition to any reservoir engineer's library, containing the basics of well testing methods as well as all of the latest developments in the field. Not only are "evergreen" subjects, such as layered reservoirs, naturally fractured reservoirs, and wellbore effects, covered in depth, but newer developments, such as well testing for horizontal wells, are covered in full chapters. Covers real-life examples and cases The most up-to-date information on oil well testing available The perfect reference for the engineer or textbook for the petroleum engineering student

This book includes high-quality research papers presented at the Third International Conference on Innovative Computing and Communication (ICICC 2020), which is held at the Shaheed Sukhdev College of Business Studies, University of Delhi, Delhi, India, on 21-23 February, 2020. Introducing the innovative works of scientists, professors, research scholars, students and industrial experts in the field of computing and communication, the book promotes the transformation of fundamental research into institutional and industrialized research and the conversion of applied exploration into real-time applications.

This thoroughly updated and expanded second edition is an authoritative resource on industrial measurement systems and sensors, with particular attention given to temperature, stress, pressure, acceleration, and liquid flow sensors. This edition includes new and expanded chapters on wireless measuring systems and measurement control and diagnostics systems in cars. Moreover, the book introduces new, cost-effective measurement technology utilizing www servers and LAN computer networks - a topic not covered in any other resource. Coverage of updated wireless measurement systems and wireless GSM/LTE interfacing make this book unique, providing in-depth, practical knowledge. Professionals learn how to connect an instrument to a computer or tablet while reducing the time for collecting and processing measurement data. This hands-on reference presents digital temperature sensors, demonstrating how to design a monitoring system with multipoint measurements. From computer-based measuring systems, electrical thermometers and pressure sensors, to conditioners, crate measuring systems, and virtual instruments, this comprehensive title offers engineers the details they need for their work in the field.

This volume contains selected papers presented at the 10th International Conference on Advanced Computing and Communication Technologies (10th ICACCT 2016), technically sponsored by Institution of

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Electronics and Telecommunication Engineers (India), held during 18 - 20 November 2016 at Asia Pacific Institute of Information Technology, Panipat, India. The volume reports latest research on a wide range of topics spanning theory, system, applications and case studies in the fields of computing and communication technologies. Topics covered are robotics, computational intelligence encompassing fuzzy logic, neural networks, GA and evolutionary computing, applications, knowledge representation, data encryption, distributed computing, data analytics and visualization, knowledge representation, wireless sensor networks, MEM sensor design, analog circuit, statistical machine translation, cellular automata and antenna design. The volume has 31 chapters, including an invited paper on swarm robotics, grouped into three parts, viz., Advanced Computing, Communication Technologies, and Micro Electronics and Antenna Design. The volume is directed to researchers and practitioners aspiring to solve practical issues, particularly applications of the theories of computational intelligence, using recent advances in computing and communication technologies.

This introduction to Java programming features a business focus. It discusses what it means to be object oriented, how to structure classes, and how to write methods using Java's structured programming elements. After outlining the elements of a complete Java program, the book moves on to advanced topics such as writing event-driven GUI programs, preparing applets for the Web, one- and two-dimensional arrays, animation, and more. Files from the book will be available on the Web.

In the earlier stages of integrated circuit design, analog circuits consisted simply of type 741 operational amplifiers, and digital circuits of 7400-type gates. Today's designers must choose from a much larger and rapidly increasing variety of special integrated circuits marketed by a dynamic and creative industry. Only by a proper selection from this wide range can an economical and competitive solution be found to a given problem. For each individual case the designer must decide which parts of a circuit are best implemented by analog circuitry, which by conventional digital circuitry and which sections could be microprocessor controlled. In order to facilitate this decision for the designer who is not familiar with all these subjects, we have arranged the book so as to group the different circuits according to their field of application. Each chapter is thus written to stand on its own, with a minimum of cross-references. To enable the reader to proceed quickly from an idea to a working circuit, we discuss, for a large variety of problems, typical solutions, the applicability of which has been proved by thorough experimental investigation. Our thanks are here due to Prof. Dr. D. Seitzer for the provision of excellent laboratory facilities. The subject is extensive and the material presented has had to be limited. For this reason, we have omitted elementary circuit design, so that the book addresses the advanced student who has some back ground in electronics, and the practising engineer and

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scientist.

Modeling with Data fully explains how to execute computationally intensive analyses on very large data sets, showing readers how to determine the best methods for solving a variety of different problems, how to create and debug statistical models, and how to run an analysis and evaluate the results. Ben Klemens introduces a set of open and unlimited tools, and uses them to demonstrate data management, analysis, and simulation techniques essential for dealing with large data sets and computationally intensive procedures. He then demonstrates how to easily apply these tools to the many threads of statistical technique, including classical, Bayesian, maximum likelihood, and Monte Carlo methods. Klemens's accessible survey describes these models in a unified and nontraditional manner, providing alternative ways of looking at statistical concepts that often befuddle students. The book includes nearly one hundred sample programs of all kinds. Links to these programs will be available on this page at a later date. Modeling with Data will interest anyone looking for a comprehensive guide to these powerful statistical tools, including researchers and graduate students in the social sciences, biology, engineering, economics, and applied mathematics.

This book provides a comprehensive overview of the key technologies and applications related to new cameras that have brought 3D data acquisition to the mass market. It covers both the theoretical principles behind the acquisition devices and the practical implementation aspects of the computer vision algorithms needed for the various applications. Real data examples are used in order to show the performances of the various algorithms. The performance and limitations of the depth camera technology are explored, along with an extensive review of the most effective methods for addressing challenges in common applications. Applications covered in specific detail include scene segmentation, 3D scene reconstruction, human pose estimation and tracking and gesture recognition. This book offers students, practitioners and researchers the tools necessary to explore the potential uses of depth data in light of the expanding number of devices available for sale. It explores the impact of these devices on the rapidly growing field of depth-based computer vision.

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