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datasets and create dashboards visualizations and reports use the copilot ai assistant to speed up workflows and simplify tasks integrate powerbi with other microsoft services like excel and azure businesses of all sizes can use powerbi to manage their data with microsoft powerbi for dummies you can quickly and easily set up powerbi learn the fundamentals and handle complex reporting

parametric modeling with solidworks 2010 contains a series of fifteen tutorial style lessons designed to introduce solidworks 2010 solid modeling and parametric modeling techniques and concepts this book introduces solidworks 2010 on a step by step basis starting with constructing basic shapes all the way through to the creation of assembly drawings and motion analysis this book takes a hands on exercise intensive approach to all the important parametric modeling techniques and concepts each lesson introduces a new set of commands and concepts building on previous lessons the lessons guide the user from constructing basic shapes to building intelligent solid models assemblies and creating multi view drawings this book also covers some of the more advanced features of solidworks 2010 including how to use the solidworks design library basic motion analysis collision detection and analysis with simulationxpress the exercises in this book cover the performance tasks that are included on the certified solidworks associate cswa examination reference guides located at the front of the book and in each chapter show where these performance tasks are covered

dieses kompakte grundlagen lehrbuch orientiert sich in inhalt und aufbau an einer einführenden vorlesung zum thema mensch maschine interaktion und lehnt sich an das von der association for computing machinery acm vorgeschlagene curriculum des gebiets an es besteht aus vier großen teilen davon umfassen die ersten drei den stoff der grundvorlesung und behandeln nacheinander die menschliche seite u a wahrnehmung informationsverarbeitung motorik die seite der maschine u a technische grundlagen etablierte interaktionsformen und den entwicklungsprozess user centered design prototypen evaluation der vierte teil gibt einen ausblick auf spezielle anwendungsgebiete desktop und touch mobile interaktion ubiquitous computing vr und ar und bildet damit den leitfaden für eine aufbauende vorlesung die vorliegende zweite auflage wurde in den grundlagenteilen ergänzt und im anwendungsteil deutlich erweitert begleitet wird das buch durch eine webseite mmibuch de mit material für studierende Übungsaufgaben musterlösungen multimediale inhalte und dozenten bildmaterial vorlesungsfolien weiterführende literatur andreas butz studierte informatik an der universitä t des saarlandes und promovierte dort 1997 nach einem jahr an der columbia university new york sowie mehreren jahren am dfki saarbrücken und als

geschäftsführer eines technologie startup erhielt er 2004 einen ruf an die ludwig maximilians universität münchen wo er heute den lehrstuhl für mensch maschine interaktion innehat seit 2014 lehrt er das fachgebiet zudem als gastprofessor in chengdu china antonio krüger studierte ebenfalls informatik an der universität des saarlandes und promovierte dort 1999 nach mehreren jahren am deutschen forschungszentrum für künstliche intelligenz erhielt er 2004 einen ruf an die universität münster und 2010 den lehrstuhl für ubiquitous media technologies an der universität des saarlandes daneben ist er direktor des innovative retail laboratory amdeutschen forschungszentrum für künstliche intelligenz

and conclusionchapter 2 functions function parameters and return value void return type and parameters function signature external parameter names overloading default parameter values variadic parameters ignored parameters modifiable parameters function in function recursion function as value anonymous functions define and call closures how closures improve code function returning function closure setting a captured variable closure preserving its captured environment curried functions chapter 3 variables and simple types variable scope and lifetime

the primary goal of parametric modeling with nx 9 is to introduce the aspects of designing with solid modeling and parametric modeling this text is intended to be used as a practical training guide for students and professionals this text uses nx 9 as the modeling tool and the chapters proceed in a pedagogical fashion to guide you from constructing basic solid models to building intelligent mechanical designs creating multi view drawings and assembly models this text takes a hands on exercise intensive approach to all the important parametric modeling techniques and concepts this textbook contains a series of thirteen tutorial style lessons designed to introduce beginning cad users to nx this text is also helpful to nx users upgrading from a previous release of the software the solid modeling techniques and concepts discussed in this text are also applicable to other parametric feature based cad packages the basic premise of this book is that the more designs you create using nx the better you learn the software with this in mind each lesson introduces a new set of commands and concepts building on previous lessons this book does not attempt to cover all of the nx s features only to provide an introduction to the software it is intended to help you establish a good basis for exploring and growing in the exciting field of computer aided engineering

description c and net continue to evolve as powerful versatile tools for building modern applications driving innovation across various platforms this book focuses on the

latest advancements empowering you to develop robust and high performing software solutions the book leads you from setting up your development environment and understanding c fundamentals including new c 13 language features to mastering object oriented programming with classes inheritance and interfaces you will then learn to utilize the extensive net framework s base class library handling file i o and efficiently managing data with entity framework core and linq finally you will learn modern web development with asp net core exploring razor pages mvc restful apis and blazor for interactive uis before learning crucial packaging and deployment strategies by the end of this book you will have a strong command of c 13 and net 9 empowering you to design develop and deploy a wide range of modern cross platform applications with the latest tools and best practices what you will learn new language features of c 13 build cross platform applications for windows mac and linux design scalable web applications with asp net core leverage entity framework and linq for data create interactive web uis using blazor implement professional development workflows in visual studio who this book is for this book is designed for beginners in c programming as well as mid level and senior programmers software engineers web developers systems architects and it professionals looking to expand their technical toolkit it covers both basic and advanced techniques serving as a comprehensive guide to the world of c and net making it valuable for everyone from students to enterprise solution developers table of contents 1 introduction to c 13 and net 9 2 c fundamentals 3 harnessing the code 4 functions in depth 5 building apps with oops 6 mastering interfaces and inheriting classes 7 net toolbox 8 data in motion 9 data handling with ef core 10 linq unleashed 11 asp net core the future of development 12 building powerful websites with razor 13 website development using mvc pattern 14 mastering services 15 blazor for ui development 16 packaging and deployment

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data monitoring and improving performance and working with the file system async streams serialization and encryption part 3 provides examples of cross platform apps you can build and deploy such as websites and services using asp net core or mobile apps using xamarin forms the best type of application for learning the c language constructs and many of the net libraries is one that does not distract with unnecessary application code for that reason the c and net topics covered in chapters 1 to 13 feature console applications in chapters 14 to 20 having mastered the basics of the language and libraries you will build practical applications using asp net core model view controller mvc and blazor by the end of the book you will have acquired the understanding and skills you need to use c 9 and net 5 to create websites services and mobile apps what you will learn build your own types with object oriented programming query and manipulate data using linq build websites and services using asp net core 5 create intelligent apps using machine learning use entity framework core and work with relational databases discover windows app development using the universal windows platform and xaml build rich web experiences using the blazor framework build mobile applications for ios and android using xamarin forms who this book is forthis book is best for c and net beginners or programmers who have worked with c in the past but feel left behind by the changes in the past few years this book doesn t expect you to have any c or net experience however you should have a general understanding of programming students and professionals with a science technology engineering or mathematics stem background can certainly benefit from this book

ideal for experienced professional java developers and anyone else who uses the platform on a regular basis this reference book covers the soon to be released jdk 1 3 presenting information in a clear and concise format

written for hobbyists beginning developers and students the text includes exercises to build a complete 3d asteroid game a variety of tools are used throughout including visualstudio net and directx paintshop pro 3ds max and the panda xfile exporter tool

the aim of this book is to bring together the various strands of the subject and give a comprehensive presentation of its history fundamentals and applications

this text on computer simulation covers such topics as parallel and distributed simulation object oriented simulation with java simulation languages tools and environments network modelling and simulation and logic and vlsi circuit simulation

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