1. **Record Nr.**   UNINA990000886450403321
   Autore   Lind, Niels C.
   Titolo   Newmark's Numerical Methods
   Pubbl/distr/stampa   Canada : University of Waterloo, 1975
   Descrizione fisica   p.77 : ill. ; cm 23
   Locazione   IINTC
   Collocazione   03 AS.0,68
   Lingua di pubblicazione   Italiano
   Formato   Materiale a stampa
   Livello bibliografico   Monografia

2. **Record Nr.**   UNISA996384467003316
   Autore   Care Henry <1646-1688.>
   Titolo   The last legacy of Henry Care, Gent. lately deceased [[electronic resource]] : containing a brief sum of Christian doctrine, by way of question and answer : particularly relating to several of the most important points controverted between us, and the Romanists : decided by express testimonies of the Holy Scripture, and evident reason : published for the use of such as are unable to purchase, or comprehend larger and more elaborate tracts
   Pubbl/distr/stampa   London, : Printed for Tho. Cockerill ..., 1688
   Descrizione fisica   [8], 79 p
   Lingua di pubblicazione   Inglese
   Formato   Materiale a stampa
   Livello bibliografico   Monografia
   Note generali   Reproduction of original in Bodleian Library.
   Sommario/riassunto   eebo-0014

3.	Record Nr.	UNINA9910300477103321
	Autore	Vaingast Shai
	Titolo	Beginning Python Visualization : Crafting Visual Transformation Scripts / / by Shai Vaingast
	Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2014
	ISBN	9781484200520 1484200527
	Edizione	[2nd ed. 2014.]
	Descrizione fisica	1 online resource (405 p.)
	Collana	The expert's voice in Python
	Disciplina	004 004.10923478
	Soggetti	Python (Computer program language) Software engineering Python Software Engineering/Programming and Operating Systems
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Description based upon print version of record.
	Nota di contenuto	""Contents at a Glance""; ""Contents""; ""About the Author""; ""About the Technical Reviewer""; ""Acknowledgments""; ""Introduction""; ""Chapter 1: Navigating the World of Data Visualization""; ""Gathering Data""; ""Case Study: GPS Data""; ""Scanning Serial Ports""; ""Recording GPS Data""; ""Data Organization""; ""File Format""; ""File Naming Conventions""; ""Data Location""; ""Data Analysis""; ""Walking Directories""; ""Reading CSV Files""; ""Analyzing GPS Data""; ""Extracting GPS Data""; ""Data Visualization""; ""GPS Location Plot""; ""Annotating the Graph""; ""Velocity Plot""; ""Subplots"" ""Text""""Tying It All Together""; ""Final Notes and References""; ""Chapter 2: The Environment""; ""Tools of the Trade""; ""Operating Systems""; ""GNU/Linux""; ""Windows""; ""Stand-Alone (Natively)""; ""Cygwin""; ""Virtual Machines""; ""Choosing an Operating System""; ""Then Again, Why Choose? Using Several Operating Systems""; ""The Python Environment""; ""Versions""; ""Python""; ""Python Distributions with Scientific Packages""; ""Python Integrated Development

Sommario/riassunto	We are visual animals. But before we can see the world in its true splendor, our brains, just like our computers, have to sort and organize raw data, and then transform that data to produce new images of the world. Beginning Python Visualization: Crafting Visual Transformation Scripts, Second Edition discusses turning many types of data sources, big and small, into useful visual data. And, you will learn Python as part of the bargain. In this second edition you'll learn about Spyder, which is a Python IDE with MATLAB® -like features. Here and throughout the book, you'll get detailed exposure to the growing IPython project for interactive visualization. In addition, you'll learn about the changes in NumPy and Scipy that have occurred since the first edition. Along the way, you'll get many pointers and a few visual examples. As part of this update, you'll learn about matplotlib in detail; this includes creating 3D graphs and using the basemap package that allows you to render geographical maps. Finally, you'll learn about image processing, annotating, and filtering, as well as how to make movies using Python. This includes learning how to edit/open video files and how to create your own movie, all with Python scripts. Today's big data and computational scientists, financial analysts/engineers and web developers – like you - will find this updated book very relevant.