1. | Record Nr. | UNINA990010012400403321 |
|---|---|
| Autore | Migliorini, Elio <1902-1988> |
| Titolo | [Fascino di una strada caratteristica semi deserta] [Risorsa grafica] / Elio Migliorini |
| Pubbl/distr/stampa | S. l. : s. n., [1934] |
| Descrizione fisica | 1 diapositiva su vetro : gelatina ai sali d'argento, b/n ; 75 x 70 mm su supporto 95 x 80 mm |
| Locazione | ILFGE |
| Collocazione | Scat. E.M. 069 |
| Lingua di pubblicazione | Italiano |
| Formato | Grafica |
| Livello bibliografico | Monografia |
| Note generali | Tit. dato dal catalogatore |

2. | Record Nr. | UNINA9910523888103321 |
|---|---|
| Autore | Bergel Alexandre |
| Titolo | Agile Visualization with Pharo : crafting interactive visual support using roassal / / Alexandre Bergel |
| Pubbl/distr/stampa | New York, New York : , : Apress Media LLC, , [2022] ©2022 |
| ISBN | 1-4842-7161-0 |
| Descrizione fisica | 1 online resource (268 pages) |
| Disciplina | 001.4226 |
| Soggetti | Information visualization - Data processing Agile software development |
| Lingua di pubblicazione | Inglese |
| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |
| Note generali | Includes index. |
| Nota di contenuto | Intro -- Table of Contents -- About the Author -- About the Technical Reviewer -- Chapter 1: Introduction -- Agile Visualization -- The Pharo |

| Sommario/riassunto | Use the Pharo interactive development environment to significantly reduce the cost of creating interactive visualizations. This book shows how Pharo leverages visualization development against traditional frameworks and toolkits. Agile Visualization with Pharo focuses on the Roassal visualization engine and first presents the basic and necessary tools to visualize data, including an introduction to the Pharo programming language. Once you've grasped the basics, you'll learn all |

about the development environment offered by Roassal. The book provides numerous ready-to-use examples. You'll work on several applications, including visualizing the training phase of reinforcement learning (a powerful machine learning algorithm) and generating software visualizations from GitHub. This book covers aspects that are relevant for engineers and academics to successfully design and implement interactive visualizations. What You Will Learn Implement agile data visualization using the Pharo programming language Chart, plot, and curve using Grapher Build and draw graphs using Mondrian Implement reinforcement learning (Q-Learning, from scratch) and use visualizations to monitor learning and state exploration Use GitHub Action to generate software visualizations (UML class diagram, test coverage) at each commit Who This Book Is For Programmers with some prior exposure to data visualization and computer vision who may be new to the Pharo programming language. This book is also for those with some Pharo experience looking to apply it to data visualization.