1. Record Nr. UNINA9910657893703321

Autore	Klarman Michael J
Titolo	Unfinished business [[electronic resource]] : racial equality in American history / / Michael J. Klarman
Pubbl/distr/stampa	Oxford ; ; New York, : Oxford University Press, c2007
ISBN	0-19-029392-6 1-281-16294-9 9786611162948 0-19-804138-1 1-4356-1780-0
Descrizione fisica	1 online resource (262 p.)
Collana	Inalienable rights series ; ; bk. 2
Disciplina	305.896073
Soggetti	Equality - United States - History African Americans - Civil rights - History Electronic books. United States Race relations
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references (p. [223]-230) and index.
Nota di contenuto	Contents; List of Illustrations; Editor's Note; Acknowledgments; Introduction; CHAPTER ONE: The Founding; CHAPTER TWO: The Antebellum Period; CHAPTER THREE: The Civil War and Reconstruction; CHAPTER FOUR: Retreat from Reconstruction; CHAPTER FIVE: White Supremacy Ascendant; CHAPTER SIX: The Progressive Era; CHAPTER SEVEN: Between the World Wars; CHAPTER EIGHT: World War II; CHAPTER NINE: Brown v. Board of Education; CHAPTER TEN: The Civil Rights Era; CHAPTER ELEVEN: To the Present; Conclusion; Select Bibliography; Index
Sommario/riassunto	Michael J. Klarman, author of From Jim Crow to Civil Rights, which won the prestigious Bancroft Prize in American History, is one of the leading authorities on the history of civil rights law in the United States. In Unfinished Business, he illuminates the course of racial equality in America, revealing that we have made less progress than we like to think. Indeed, African Americans have had to fight for everything they have achieved. Klarman highlights a variety of social and political

	factors that have influenced the path of racial progress--wars, migrations, urbanization, shifting political

2.

Record Nr.	UNINA9910794635903321
Autore	Cox Tim
Titolo	Raspberry Pi 3 cookbook for Python programmers : unleash the potential of Raspberry Pi 3 with over 100 recipes / / Tim Cox, Dr. Steven Lawrence Fernandes
Pubbl/distr/stampa	Birmingham : , : Packt, , 2018
Edizione	[Third edition.]
Descrizione fisica	1 online resource (552 pages)
Disciplina	794.81526
Soggetti	Raspberry Pi (Computer) - Programming Python (Computer program language)
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Sommario/riassunto	A recipe-based guide to programming your Raspberry Pi 3 using Python About This Book Leverage the power of Raspberry Pi 3 using Python programming Create 3D games, build neural network modules, and interface with your own circuits Packed with clear, step-by-step recipes to walk you through the capabilities of Raspberry Pi Who This Book Is For This book is for anyone who wants to master the skills of Python programming using Raspberry Pi 3. Prior knowledge of Python will be an added advantage. What You Will Learn Learn to set up and run Raspberry Pi 3 Build text classifiers and perform automation using Python Predict sentiments in words and create games and graphics Detect edges and contours in images Build human face detection and recognition system Use Python to drive hardware Sense and display real-world data Build a neural network module for optical character recognition Build movie recommendations system In Detail Raspberry Pi 3 Cookbook for Python Programmers ? Third Edition begins by guiding you through setting up Raspberry Pi 3, performing tasks using Python 3.6, and introducing the first steps to interface with electronics. As you

work through each chapter, you will build your skills and apply them as you progress. You will learn how to build text classifiers, predict sentiments in words, develop applications using the popular Tkinter library, and create games by controlling graphics on your screen. You will harness the power of a built in graphics processor using Pi3D to generate your own high-quality 3D graphics and environments. You will understand how to connect Raspberry Pi's hardware pins directly to control electronics, from switching on LEDs and responding to push buttons to driving motors and servos. Get to grips with monitoring sensors to gather real-life data, using it to control other devices, and viewing the results over the internet. You will apply what you have learned by creating your own Pi-Rover or Pi-Hexipod robots. You will also learn about sentiment analysis, face recognition techniques, and building neural network modules for optical character recognition. Finally, you will learn to build movie recommendations system on Raspberry Pi 3. Style and approach Written in a cookbook style, this book contains a series of recipes on various topics. It is an easy-to-follow step-by-step guide with examples of feature integration suitable for any search application.