
Progress in Advanced Computing and Intelligent Engineering

Today's tech-savvy and digitally connected students present a new challenge for today's school librarians. This book offers the 21st-century tools and know-how necessary for educators to appeal to and challenge students to learn—and to want to learn. It includes innovative, practical lesson plans designed to promote problem solving, skills, flexible thinking, and metacognition as well as an extensive bibliography of additional resources. It addresses how to analyze quantitative and qualitative data to perform the assessment necessary to improve learning outcomes. It provides essential information and guidance for K–12 librarians, technology integration teachers, and educators as well as school administrators. It addresses key aspects of learning such as critical thinking, inquiry, learning spaces, blended learning, engagement, motivation, and Common Core State Standards (CCSS).

Learning Alfresco Web Scripts

Smart Cyber Physical Systems: Advances, Challenges and OpportunitiesISBN: 9780367337889Cyber Physical Systems (CPS) are the newest generation of collaborative computational entities, with a prime focus on integration of the physical world and cyber space. Through a feedback mechanism, the system adapts itself to new conditions in real-time. The scope of this book includes research experience by experts in CPS infrastructure systems, incorporating sustainability by embedding computing and communication in day-to-day applications. CPS, integrated with Blockchain, Artificial Intelligence, Internet of Things, Big Data, Cloud Computing and Communication, lay a foundation for the fourth industrial revolution, Industry 4.0. This book will be of immense use to practitioners in industries with a focus on autonomous and adaptive configuration, and on optimization, leading to increased agility, elasticity and cost effectiveness. The contributors of this book include renowned academics, industry practitioners and researchers. It offers a rigorous introduction to the theoretical foundations, techniques and practical solutions, through case studies. Building CPS with effective communication, control, intelligence and security is discussed in terms of societal and research perspectives. The objective of this book is to provide a forum for researchers and practitioners to exchange ideas and to achieve progress in CPS by highlighting applications, advances and research challenges. It is highly recommended to be used as a reference book for graduate and post-graduate level programmers in universities, with a focus on research in computer science-related courses.

A Programming Project

The three-volume set CCIS 1224, CCIS 1225, and CCIS 1226 contains the extended abstracts of the posters presented during the 21st International Conference on Human-Computer Interaction, HCI 2020, which took place in Copenhagen, Denmark, in July 2020. This HCI 2020 received a total of 6326 submissions, of which 1439 papers and 238 posters were accepted for publication in the pre-conference proceedings after a careful reviewing process. The 238 papers presented in these three volumes are organized in topical sections as follows: Part I: design and evaluation methods and tools; user characteristics, requirements and preferences; multimodal and natural interaction; recognizing human psychological states; user experience studies; human perception and cognition. Part II: in HCI. Part III: virtual, augmented and mixed reality; virtual humans and motion modelling and tracking; learning technology. Part III: universal access, accessibility and design for the elderly, smartphones, social media and human behavior; interacting with cultural heritage; human-vehicle interaction; transport, safety and crisis management; security, privacy and trust; product and service design. The conference was held virtually due to the COVID-19 pandemic.

Learning Progressive Web Apps

An introduction to coding for beginners. This book shows you how to take advantage of the Google App Script environment to learn Javascript coding. No software or special hardware is required - just an internet connection and a Google account. The book walks step-by-step through the process of writing a simple math game using Google Sheets. Once you have completed the project you will have the knowledge and confidence to work through the other projects on the Learn Coding with Google site and be comfortable with basic Javascript. Written with kids in mind, the book is accessible to anyone wanting to learn how to code and would be especially beneficial to upper-year elementary school teachers.

Google Apps Script for Beginners

How can apps be used to foster learning with literacy across the curriculum? This book offers a both a theoretical framework for considering app affordances and practical ways to use apps to build students' disciplinary literacies and to foster a wide range of literacy practices. Using Apps for Learning Across the Curriculum presents a wide range of different apps and also assesses their value features methods for and apps related to planning instruction and assessing student learning identifies favorite apps whose affordances are most likely to foster certain disciplinary literacies includes resources and apps for professional development provides examples of student learning in the classroom A website (www.appsforschools.pbworks.com) with resources for teaching and further reading for each chapter, a link to a blog for continuing conversations about topics in the book (appsforlearningliteracies.com), and more enhance the usefulness of the book.

Student Engagement and Participation: Concepts, Methodologies, Tools, and Applications

Group the fundamentals of web application development by building a simple database-backed app from scratch, using HTML, JavaScript, and other open source tools. Through hands-on tutorials, this practical guide shows inexperienced web app developers how to create a user interface, write a server, build client-server communication, and use a cloud-based service to deploy the application. Each chapter includes practice problems, full examples, and mental models of the development workflow. Ideal for a college-level course, this book helps you get started with web app development by providing you with a solid grounding in the process. Set up a basic workflow with a test editor, version control system, and web browser Structure a user interface with HTML, and include styles with CSS Use jQuery and JavaScript to add interactivity to your application Link the client to the server with AJAX, JavaScript objects, and JSON Learn the basics of server-side programming with Node.js Store data outside your application with Redis and MongoDB Share your application by uploading it to the cloud with CloudFoundry Get basic tips for writing maintainable code on both client and server.

Using Apps for Learning Across the Curriculum

Create next-generation Augmented Reality and Mixed Reality apps with the latest version of Google ARCore Key Features Harness the power of the Google's new augmented reality (AR) platform ARCore to build cutting-edge Augmented reality apps Learn core concepts of Environmental Understanding, Immersive Computing, and Motion Tracking with ARCore Extend your application by combining ARCore with OpenGL, Machine Learning and more. Book Description Are you a mobile developer or web developer who wants to create immersive and cool Augmented Reality apps with the latest Google ARCore platform? If so, this book will help you jump right into developing with ARCore and will help you create a step by step AR app easily. This book will teach you how to implement the core features of ARCore starting from the fundamentals of 3D rendering to more advanced concepts such as lighting, shaders, Machine Learning, and others. We'll begin with the basics of building a project on three platforms: web, Android, and Unity.
Next, we’ll go through the ARCore concepts of motion tracking, environmental understanding, and light estimation. For each core concept, you’ll work on a practical project to use and extend the ARCore feature, from learning the basics of 3D rendering and lighting to exploring more advanced concepts. You’ll write custom shaders to light virtual objects in AR, then build a neural network to recognize the environment and explore even grander applications by using ARCore in mixed reality. At the end of the book, you’ll see how to implement motion tracking and environmental learning, create animations and sounds, generate virtual characters, and simulate them on your screen. What you will learn: Build and deploy your Augmented Reality app to the Android, Web, and Unity platforms. Implement ARCore to identify and visualize objects at point clouds, planes, surfaces, and/or meshes. Explore advanced concepts of environmental understanding using Google ARCore and OpenGL ES with Java. Create light levels from ARCore and create an AR.js script to watch and propagate lighting changes in a scene. Develop graphics shaders that react to changes in lighting and map the environment to place objects in Unity/Unreal. Integrate motion tracking with the Web ARCore API and Google Street View to create a combined AR/VR experience.

Who this book is for: This book is for web and mobile developers who have broad programming knowledge on Java or JavaScript or C# and want to develop Augmented Reality applications with Google ARCore. To follow this book no prior experience with AR development, 3D, or 3D math experience is needed.

Learn ARCore - Fundamentals of Google ARCore

Take a systematic approach to understanding the fundamentals of machine learning and deep learning from the ground up and how they are applied in practice. You will use this comprehensive guide for building and deploying learning models to address complex use cases while leveraging the computational resources of Google Cloud Platform. Author Ekaba Bisong shows you how machine learning tools and techniques are used to predict or classify events based on a set of interactions between variables known as features or attributes in a particular dataset. He teaches you how deep learning extends the machine learning algorithm of neural networks to learn complex tasks that are difficult for computers to perform, such as recognizing faces and understanding languages. And you will know how to leverage cloud computing to accelerate data science and machine learning deployments.

Building Machine Learning and Deep Learning Models on Google Cloud Platform is divided into eight parts that cover the fundamentals of machine learning and deep learning, the concept of data science and cloud services, programming for data science using the Python stack, Google Cloud Platform (GCP), infrastructure and products, advanced analytics on GCP, and deploying end-to-end machine learning solution pipelines on GCP. What You’ll Learn: Understand the principles and fundamentals of machine learning and deep learning, the algorithms, how to use them, when to use them, and how to interpret your results. Know the programming concepts relevant to machine and deep learning design and development using the Python stack. Build and interpret machine and deep learning models. Use Google Cloud Platform tools and services to develop and deploy large-scale machine learning and deep learning products. Be aware of the different facets and design choices to consider when modeling a learning problem. Producing machine learning models into software products. Who This Book Is For: Beginners to the practice of data science and applied machine learning, data scientists at all levels, machine learning engineers, Google Cloud Platform data engineers/architects, and software developers.

Building Machine Learning and Deep Learning Models on Google Cloud Platform

Your Library Is the Answer: Demonstrating Relevance to Tech-Savvy Learners

As teaching strategies continue to change and evolve, and technology use in classrooms continues to increase, it is imperative that their impact on student learning is monitored and assessed. New practices are being developed to enhance students’ participation, especially in their own assessment, be it through peer-review, reflective assessment, the introduction of new technologies, or other novel solutions. Educators must remain up-to-date on the latest methods of evaluation and performance measurement techniques to ensure that their students excel.

Learning and Performance Assessment: Concepts, Methodologies, Tools, and Applications is a vital reference source that examines emerging perspectives on the theoretical and practical aspects of learning and performance-based assessment techniques and applications within educational settings. Highlighting a range of topics such as learning outcomes, assessment design, and peer assessment, this multi-volume book is ideally designed for educators, administrative officials, principals, deans, instructional designers, school boards, academics, researchers, and education students seeking coverage on an educator’s role in evaluation design and analyses of evaluation methods and outcomes.

Teach Yourself VISUALLY Google Workspace

Use Service Workers to Turbocharge Your Web App: “You have made an excellent decision in picking up this book. If I was just starting on my learning path to mastery of Progressive Web Apps, there are not many folks I would trust more to get me there than John.”—Simon MacDonald, Developer Advocate, Adobe Software developers have two options for the apps they build: native apps targeting a specific device or web apps that run on any device. Building native apps is challenging, especially when your app targets multiple system types—i.e., desktop computers, smartphones, televisions—because user experience varies dramatically across devices. Service Workers—a relatively new technology—make it easier for web apps to bridge the gap between native and web capabilities. In Learning Progressive Web Apps, author John M. Wargo demonstrates how to use Service Workers to enhance the capabilities of a web app to create Progressive Web Apps (PWA). He focuses on the technologies that enable PWAs and how to use these technologies to enhance your web app to deliver a more native-like experience.

Building web apps is a user can easily install on their local system and that work offline or on low-quality networks. Utilize caching strategies that give you control over which app resources are cached and when. Deliver background processing in a web application. Implement push notifications that enable an app to easily engage with users or trigger action from a remote server. Throughout the book, Wargo introduces each core concept and illustrates the implementation of each capability through several complete, operational examples. You’ll start with simple web apps, then incrementally expand and extend them with state-of-the-art features. All example source code is available on GitHub, and additional resources are available on the author’s companion site, learningpwa.com. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

A Google Apps Script Exercise to Build a Consent Form

This book is a simple step-by-step, example-oriented guide with a focus on providing the practical skills necessary to develop and customize apps with Apps Script. If you are an application developer with no knowledge of App Script, and would like to learn to build apps using Google Apps script from scratch, then this book is for you. Basic JavaScript knowledge is required.

Designing Web APIs

"In this Google Apps Script for Developers training course, expert author Bruce Mcpherson will teach you how to customize, enhance, and automate your Google Docs, Sheets, and Gmail with Google Apps Script. This course is designed for the absolute beginner, meaning no previous experience with Google Apps Script is required. You will start by learning the basics of JavaScript, including variables and types, functions, and loops and conditions. From there, Bruce will teach you about Google Apps Script, Spreadsheet service, and Document service. This video tutorial also covers properties and cache services, Gmail service, Contact service, and Calendar service. Other topics that are covered include UrlFetch service, DriveApp service, advanced services, and Google APIs. Finally, you will learn about HTML service and add-ons, including controlling the server and using APIs with add-ons. Once you have completed this computer based training course, you will have learned how to customize, enhance, and automate your Docs, Sheets, and Gmail with Google Apps Script."--Resource description page.

Learn to Program with App Inventor

If you can teach, you can use Google! This “cookbook” provides both the beginner and the seasoned Google user with classroom-friendly recipes that support the integration of technology into all the content areas. The step-by-step procedures make each lesson easy to implement and understand. Using Google Apps will spice up lessons and activities such as literature circles, brainstorming, and analyzing tests to help achieve greater student success!

Learning Google Apps Script

In this updated bestseller, Bender draws on the latest brain research and technology to bring a new focus to differentiating instruction in the context of the Common Core.
Present practical instruction and theory for using the features of HTML5 to create an online gaming applications.

New Approaches to Problem-based Learning

This book features high-quality research papers presented at the International Conference on Advanced Computing and Intelligent Engineering (ICACIE 2017). It includes sections describing technical advances in the fields of advanced computing and intelligent engineering, which are based on the presented articles. Intended for postgraduate students and researchers working in the discipline of science and engineering, the proceedings also appeal to researchers in the domain of electronics as it covers hardware technologies and future communication technologies.

Conference Proceedings of ICDLAIR2019

As virtual reality approaches mainstream consumer use, a vibrant development ecosystem has emerged in the past few years. This hands-on guide takes you through VR development essentials for desktop, mobile, and browser-based applications. You’ll explore the three go-to-platforms—Oculus VR, Gear VR, and Cardboard VR—as well as several VR development environments, programming tools, and design patterns. If you’re an experienced programmer familiar with mobile development, this book will help you gain a working knowledge of VR development through clear and simple examples. Once you create a complete application in the final chapter, you’ll have a jumpstart on the next major entertainment medium. Learn VR basics for UI design, 3D graphics, and stereo rendering. Explore Unity3D, the current development choice among game engines. Create native applications for desktop computers with the Oculus Rift. Develop mobile applications for Samsung’s Gear VR with the Android and Oculus Mobile SDKs. Build browser-based experiences using WebGL. Create simple and affordable mobile apps for any smartphone with Google’s Cardboard VR. Bring everything together to build a 360-degree panoramic photo viewer.

Learning and Performance Assessment: Concepts, Methodologies, Tools, and Applications

The delivery of quality education to students relies heavily on the actions of an institution’s administrative staff. Effective teaching strategies allow for the continued progress of modern educational initiatives. Student Engagement and Participation: Concepts, Methodologies, Tools, and Applications provides comprehensive research perspectives on the multi-faceted issues of student engagement and involvement within the education sector. Including innovative studies on learning environments, self-regulation, and classroom management, this multi-volume book is an ideal source for educators, professionals, school administrators, researchers, and practitioners in the field of education.

Handbook of Research on Integrating Digital Technology With Literacy Pedagogies

On May 15, 2012 Jeff Atwood (co-founder of Stack Overflow) published a blog post titled “Please Don’t Learn to Code” in response to Mayor Mike Bloomberg’s resolution to learn how to code in 2012. In that post he argues against “learning to code just for the sake of learning how to code,” a sentiment that sparked an active online debate. This book is a compilation of several different perspectives on that debate. Should programming be taught to every student as part of their core curriculum, similar to mathematics, reading, and writing? Should every working professional take time to learn a programming language, even if their profession isn’t obviously related to technology? Those are questions we each ultimately need to answer for ourselves. But for anyone who does decide to learn programming, there’s an ever-growing collection of free online resources designed to teach programming concepts and to walk newcomers through their first projects. These are exciting times! We hope you enjoy this compilation. -The Hyperlink Team

Learning Embedded Android N Programming

This edited collection examines the means to create, maintain, and enhance positive educational experiences at colleges and universities in the United States and abroad with personal accounts, case studies, models, programs, and other frameworks written by practitioners in higher education.

Google BigQuery: The Definitive Guide

Work with petabyte-scale datasets while building a collaborative, agile workplace in the process. This practical book is the canonical reference to Google BigQuery, the query engine that lets you conduct interactive analysis of large datasets. BigQuery enables enterprises to efficiently store, query, ingest, and learn from their data in a convenient framework. With this book, you’ll examine how to analyze data at scale to derive insights from large datasets efficiently. Valliappa Lukshmanan, tech lead for Google Cloud Platform, and Jordan Tignani, engineering director for the BigQuery team, provide best practices for modern data warehousing within an autoscaled, serverless public cloud. Whether you want to explore parts of BigQuery you’re not familiar with or prefer to focus on specific tasks, this reference is indispensable.

Differentiating Instruction for Students With Learning Disabilities

Master the ins and outs of Google’s free-to-use office and productivity software Teach Yourself VISUALLY Google Workspace delivers the ultimate guide to getting the most out of Google’s Workspace cloud software. Accomplished author Guy Hart-Davis offers readers the ability to tackle a huge number of everyday productivity problems with Google’s intuitive collection of online tools. With over 700 full-color screenshots included to help you learn, you’ll discover how to: Manage your online Google Calendar Master the files and folders in your Google Drive storage Customize your folders and navigate your Gmail account Create perfect spreadsheets, presentations, and documents in Google Sheets, Slides, and Docs Perfect for anyone who hopes to make sense of Google’s highly practical and free online suite of tools, Teach Yourself VISUALLY Google Workspace also belongs on the bookshelves of those who already find themselves using Workspace and just want to get more out of it.

Google Script

Using a web API to provide services to application developers is one of the more satisfying endeavors that software engineers undertake. But building a popular API with a thriving developer ecosystem is also one of the most challenging. With this practical guide, developers, architects, and tech leads will learn how to navigate complex decisions for designing, scaling, marketing, and evolving interoperable APIs. Authors Brenda Jin, Saurabh Sabnis, and Amir Shevad explain API design theory and provide hands-on exercises for building your web API and managing its operation in production. You’ll also learn how to build and maintain a following of app developers. This book includes expert advice, worksheets, checklists, and case studies from companies including Slack, Stripe, Facebook, Microsoft, Cloudinary, Oracle, and GitHub. Get an overview of request-response and event-driven API design paradigms. Learn best practices for designing an API that meets the needs of your users. Use a template to create an API design process Scale your web API to support a growing number of API calls and use cases. Regularly adapt the API to reflect changes to your product or business. Provide developer resources that include API documentation, samples, and tools.

Invitational Education and Practice in Higher Education

To customize and automate various Google applications. This guide is an invaluable tutorial for beginners who intend to develop the skills to automate and customize Google applications Style and approach. An easy-to-follow yet comprehensive guide, filled with many code examples and screenshots illustrating various Google Apps scripts.
Google Visualization API Essentials

How can you extend Google Apps to fit your organization’s needs? This concise guide shows you how to use Google Scripts, the JavaScript-based language that provides a complete web-based development platform—with no downloads, configuration, or compiling required. You’ll learn how to add functionality to Gmail, spreadsheets, and other Google services, or build data-driven apps that run from a spreadsheet, in a browser window, or within a Google Site. If you have some JavaScript experience, getting started with Google Scripts is easy. Through code examples and step-by-step instructions, you’ll learn how to build applications that authenticate users, display custom data from a spreadsheet, send emails, and many more tasks. Learn Google Script’s built-in debugger, script manager, and other features Create a user interface as a pop-up window, a web page, or an embedded gadget Use data objects and CSS to build effective product pages Automatically generate web forms from key values you specify in your Google Docs

Create a database UI that works as a mobile app and Google Site gadget Use Google Docs and Gmail to create a document revision workflow

Creating a Google Apps Classroom: The Educator’s Cookbook

If you are an Alfresco developer who has no experience with web scripts and you want to start developing Alfresco web scripts, then this book is definitely for you.

HCI International 2020 - Posters

This book is a step-by-step tutorial full of diagrams, core concept explanations, best practice tips, and links to working book examples. This book will show you how you create web-ready data visualizations using Google's infrastructure. Some HTML knowledge is the only requirement, although some JavaScript knowledge is also helpful.

Smart Cyber Physical Systems

Do you want to learn how to create documents automatically with Google Apps Script? This book shows you step-by-step how to use Apps Script to supercharge GOOGLE DOCS.
Every chapter contains a practical example of using Apps Script to create a wide range of documents, such as, invoices, sales quotes, student reports, and conference talk information. It starts with relatively simple applications, like a master document copier which uses a Google Form to learn how to create web apps and making your own HTML forms to be able to email PDFs to potential customers. Each example builds on the previous ones so you get to understand how to use the Document Service well. As this is the fourth book in the series on Apps Script, it does assume a basic knowledge of Apps Script, JavaScript, and a little HTML. That said, every bit of code is explained with links provided to example Form, Sheet, and Document files. Tested using the new V8 runtime.ContentsIntroductionDocumentServiceOverviewChapter 1 - Creating a Google Doc from a Form submissionChapter 2 - Master document copierChapter 3 - Edit a document using placeholdersChapter 4 - Making an invoice with multiple itemsChapter 5 - Making a document from scratchChapter 6 - Making student reports with progress barsChapter 7 - Emailing reports as a PDF or as a linkChapter 8 - Create multiple reports from a form submissionChapter 9 - Email specific conference informationChapter 10 - Sending conference info via a web appChapter 11 - Update document data on the webLinks to all the complete scripts and example files

Hands-On Python Deep Learning for the Web

"Explore how to apply Google Script to extend the functionality of DocumentApp within Apps Script. Document Service: This service allows scripts to create, access, and modify Google Docs files. The document service creates and opens Documents that can be edited. Source code included learning how to use Google Script to extend what your Google Docs can do. Taught by a knowledgeable instructor with many years of web development experience, ready to help you learn. Join now and create your own Google Scripts Apps see what is possible."—Resource description page.

Google Apps Script for Developers

The allure and marketplace power of digital technologies continues to hold sway over the field of education with billions spent annually on technology in the United States alone. Literacy instruction at all levels is influenced by these evolving and ever-changing tools. While this opens the door to innovations in literacy curricula, it also adds a pedagogical responsibility to operate within a well-developed conceptual framework to ensure instruction is complemented or augmented by technology and does not become secondary to it. The Handbook of Research on Integrating Digital Technology With Literacy Pedagogies is a comprehensive research publication that considers the integration of digital technologies in all levels of literacy instruction and prepares the reader for inevitable technological advancements and changes. Covering a wide range of topics such as augmented reality, literacy, and online games, this book is essential for educators, administrators, IT specialists, curriculum developers, instructional designers, teaching professionals, academicians, researchers, education stakeholders, and students.

Learning Google Apps Script

"Google Apps Script is a scripting language used in conjunction with Google web-based applications (Google Docs, Google Sheets, Google Forms, Gmail, etc.) and external APIs. In this course, you’ll see how Google Apps Script can integrate the functions of multiple Google services with an externally located data source to create a new custom app. For example, you’ll see how Google Apps Script pulled data from a Google Sheet and an external source, and then combined and formatted the data into a Google Doc. The key to using Google Apps Script is understanding its underlying language, JavaScript. The course teaches you enough of the concepts and syntax of JavaScript that you’ll come away with the ability to confidently code Google Apps Script tasks on your own."—Resource description page.

Step-By-Step Guide to Google Apps Script 4 - Documents

Learn how to create dynamic web applications with Google Apps Script and take full advantage of your Google-hosted services. If you have basic coding skills and some JavaScript experience, this practical book shows you how Apps Script works, and provides step-by-step guidance for building applications you can use right away. Apps Script is handy for automating Google Apps tasks, but it also serves as a complete application platform. With this book, you’ll learn how to build, store, run, and share data-driven web apps right on Google Drive. You’ll have access to complete code and working examples that show you how everything fits together. Build an interactive Web App UI that runs on most web and mobile browsers Create a sample product catalog that displays custom data from a spreadsheet Develop an application to generate web forms from templates Use Apps Script to build a simple web-based database application Design a document workflow builder that users can quickly customize Create a Google form that lets you select and send email responses Debug your code and keep track of script problems after deployment

Should You Learn to Code?

Problem-based learning (PBL) is a pedagogical approach that has the capacity to create vibrant and active learning environments in higher education. However, both experienced PBL practitioners and those new to PBL often find themselves looking for guidance on how to engage and energize a PBL curriculum. New Approaches to Problem-based Learning: Revitalizing Your Practice in Higher Education provides that guidance from a range of different, complementary perspectives. Leading practitioners in the field as well as new voices in PBL learning and teaching have collaborated to produce this text. Each chapter provides practical and experienced accounts of issues and ideas for PBL, as well as a strong theoretical and evidence base. Whether you are an experienced PBL practitioner, or new to the processes and principles of PBL, this book will help you to find ways of revitalising and enriching your practice and of enhancing the learning experience in a range of higher education contexts.

Learning Virtual Reality

App Inventor is a free, open-source visual blocks-based programming language that’s perfect for beginners who want to learn important coding concepts. First created by Google, it’s now maintained by MIT researchers. Each chapter shows you how to make cool apps like ‘Hi, Mom’ that lets you text people using voice recognition. You’ll also make games like Frogger and Tic Tac Toe, as well as interactive video apps and more!

Going GAS
Create the perfectly customized system by unleashing the power of Android OS on your embedded device About This Book Understand the system architecture and how the source code is organized Explore the power of Android and customize the build system Build a fully customized Android version as per your requirements Who This Book Is For If you are a Java programmer who wants to customize, build, and deploy your own Android version using embedded programming, then this book is for you. What You Will Learn Master Android architecture and system design Obtain source code and understand the modular organization Customize and build your first system image for the Android emulator Level up and build your own Android system for a real-world device Use Android as a home automation and entertainment system Tailor your system with optimizations and add-ons Reach for the stars: look at the Internet of Things, entertainment, and domotics In Detail Take a deep dive into the Android build system and its customization with Learning Embedded Android Programming, written to help you master the deep learning curve of working with embedded Android. Start by exploring the basics of Android OS, discover Google's "repo" system, and discover how to retrieve Android source code. You'll then find out to set up the build environment and the first Android system. Next, learn how to customize the boot sequence with a new animation, and use an Android "kitchen" to "cook" your custom ROM. By the end of the book, you'll be able to build customized Android open source projects by developing your own set of features. Style and approach This step-by-step guide is packed with various real-world examples to help you create a fully customized Android system with the most useful features available.

Google Apps Script
Customize and automate Google Applications using Google Apps Script about This Book Gain insight into customizing and automating Google applications with JavaScript Create add-ons for Google Sheets, Docs, or Forms automate your workflow integrate with external APIs and more A step-by-step guide to building real-world solutions Who This Book Is For Newbies to google apps script but having practical experience in JavaScript. What You Will Learn About the Google Apps Script platform and work with scripts to develop Google apps Create custom menus and dialogues. Parse and send emails Generate Google calendar events Build Translator and RSS reader applications Develop interactive web forms Design interactive web forms. Form a workflow application in Google Apps Script is a cloud-based scripting language based on JavaScript to customize and automate Google applications. Apps Script makes it easy to create and publish add-ons in an online store for Google Sheets, Docs, and Forms. It serves as one single platform to build, code, and ultimately share your app on the web store. This book begins by covering the basics of the Google application platform and goes on to empower you to automate most of the Google applications. You will learn the concepts of creating a menu, sending mails, building interactive web pages, and implementing all these techniques to develop an interactive web page as a form to submit data. You will be guided through all these tasks with plenty of screenshots and code snippets that will ensure your success in customizing and automating various Google applications. This guide is an invaluable tutorial for beginners who intend to develop the skills to automate and customize Google applications Style and approach An easy-to-follow yet comprehensive guide, filled with many code examples and screenshots illustrating various Google Apps scripts.

Learning HTML5 Game Programming
"Learn more about what Google Script can do and how to create time-saving amazing applications. Apps Script is a scripting language for light-weight application development in the G Suite platform. Google Apps Script is a scripting language based on JavaScript that lets you do new and cool things with Google products like Docs, Sheets, Gmail, and others. There's nothing to install, we give you a code editor right in your browser, and your scripts run on Google's servers. Within the lessons of the course, we show you how to build a fully functional mini application that can accept user data within a form, submit that content to a spreadsheet, email out a response, take a document and convert it to a pdf. All this is a whole lot more. Source code included learning how to use Google Script to extend what your Google Docs can do."—Resource description page.

Google Script: Enterprise Application Essentials
Use the power of deep learning with Python to build and deploy intelligent web applications Key Features Create next-generation intelligent web applications using Python libraries such as Flask and Django Implement deep learning algorithms and techniques for performing smart web automation Integrate neural network architectures to create powerful full-stack web applications Book Description When used effectively, deep learning techniques can help you develop intelligent web apps. In this book, you'll cover the latest tools and technological practices that are being used to implement deep learning in web development using Python. Starting with the fundamentals of machine learning, you'll focus on DL and the basics of neural networks, including various DL frameworks. You'll learn how to integrate these into websites with the frontends of different standard web tech stacks. The book then helps you gain practical experience of developing a deep learning-enabled web app using Python libraries such as Django and Flask by creating RESTful APIs for custom models. Later, you'll explore how to set up a cloud environment for deep learning-based web deployments on Google Cloud and Amazon Web Services (AWS). Next, you'll learn how to use Microsoft's intelligent Emotion API, which can detect a person's emotions through a picture of their face. You'll also get to grips with deploying real-world websites, in addition to learning how to secure websites using reCAPTCHA and Cloudflare. Finally, you'll learn how to use Microsoft's intelligent Emotion API, which can detect a person's emotions through a picture of their face. You'll also get to grips with deploying real-world websites, in addition to learning how to secure websites using reCAPTCHA and Cloudflare. Finally, you'll learn how to use TensorFlow.js and Cloudflare. Finally, you'll learn how to use TensorFlow.js and Cloudflare. Finally, you'll learn how to use TensorFlow.js and Cloudflare. Finally, you'll learn how to use TensorFlow.js and Cloudflare. Finally, you'll learn how to use TensorFlow.js and Cloudflare.