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Draw the wires using the ' Electrical > Wire Connections > 3 Wires ' command, using a single click (not a click - and-drag) at the top followed by one at the bottom. Add the neutral wire using the ' 1 Wire ' command with a single click either from top-to-bottom or vice versa. IEC Tutorial. COPYRIGHT © 2017 IGE+XAO.

See Electrical V8R2 Tutorial - IGE+XAO

Tutorial COPYRIGHT © 2015 IGE+XAO. All rights reserved Page 4 A. Foreword A FOREWORD This document is intended for anybody who is new to SEE Electrical.This will ...

Getting Started Tutorial - IGE+XAO

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Quick guide: 1.CA Electrical IEEE. 2.CO 3 Wires(Wire Connectionspanel) 3.+ Select the starting point of the wire on the potential L1 strictly aligned with terminal TB1:1 by clicking the left mouse button. 4.+ Select the second point of the wire by clicking the right connection of terminal TB1:1.

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Build Beautiful Apps With Jetpack Compose Jetpack Compose is hyping up everyone in the Android UI toolkit world. This completely new and modern solution to building declarative user interfaces provides more opportunity than ever to create beautiful, reactive and animated apps. However, because of its early-in-development status, Jetpack Compose is missing one of the most important pieces of successful software: detailed documentation. That's why we've prepared a whole book's worth of documentation for you! Jetpack Compose By Tutorials is here to help, by showing you exactly how Compose works, what its fundamental components are and how you can use them to build complex real-world apps! Who this book is for This book is for all Android developers who have experience with the legacy UI Toolkit through XML and View components, but who are looking for a fresh, reusable, clean and easy-to-use solution to reduce their boilerplate code while building stunning user interfaces. Topics covered in Jetpack Compose by Tutorials Fundamentals: Core Jetpack Compose elements and functions Combining components: Mixing different layouts and building beautiful interfaces State Management: State wrappers, LiveData observables and UI recomposition UI Styling: Modifiers for size, shape, colors, background, padding and alignment User Interaction: Different click, touch and scroll listeners and their handlers Animations: State changes, value animations and complex transitions One thing you can count on: After reading this book, you'll be prepared to tackle any design specification and build it in your Android apps using Jetpack Compose. You'll make your apps really stand out by adding different modifiers and Material Design components, as well as animations.

Build your own low-level game engine in Metal! This book introduces you to graphics programming in Metal - Apple's framework for programming on the GPU. You'll build your own game engine in Metal where you can create 3D scenes and build your own 3D games. Who This Book Is For This book is for intermediate Swift developers interested in learning 3D graphics or gaining a deeper understanding of how game engines work. Topics Covered in Metal by Tutorials The Rendering Pipeline: Take a deep dive through the graphics pipeline. 3D Models: Import 3D models with Model I/O and discover what makes up a 3D model. Coordinate Spaces: Learn the math behind 3D rendering. Lighting: Make your models look more realistic with simple lighting techniques. Textures & Materials: Design textures and surfaces for micro detail. Character Animation: Bring your 3D models to life with joints and animation. Tessellation: Discover how to use tessellation to add a greater level of detail using fewer resources. Environment: Add a sky to your scenes and use the sky image for lighting. Instancing & Procedural Generation: Save resources with instancing, and generate scenes algorithmically. Multipass & Deferred Rendering: Add shadows with advanced lighting effects. And more! After reading this book, you'll be prepared to take full advantage of graphics rendering with the Metal framework.

Deep Dive Into Swift! Swift is a rich language with a plethora of features to offer. Reading the official documentation or entry-level books is important, but it's not enough to grasp the true power of the language. Expert Swift is here to help, by showing you how to harness the full power of Swift. You'll learn about advanced usages of protocols, generics, functional reactive programming, API design and more. Who This

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Book is For This book is for intermediate Swift developers who already know the basics of Swift and are looking to deepen their knowledge and understanding of the language. Topics Covered in Expert Swift: Protocols and Generics: Learn how protocols and generics work, and how you can leverage them in your code to produce clean, long-lasting and easy-to-refactor APIs. Sequences and Collections: Learn how to use Sequences and Collections to write generic algorithms that operate across type families. Unsafe: Understand the memory layout of types and how to use typed and untyped pointers. Functional Reactive Programming: Explore the most important and refined concepts of functional reactive programming and how you can apply these concepts to your apps. Objective-C Interoperability: Learn how to expose Objective-C code to Swift and vice versa. Library and API Design: Enhancing your skill set and intuition for designing great APIs. One thing you can count on: after reading this book, you'll be prepared to use the advanced features of Swift and improve your existing code with the knowledge you'll acquire.

Gain expertise in advanced deep learning domains such as neural networks, meta-learning, graph neural networks, and memory augmented neural networks using the Python ecosystem Key Features Get to grips with building faster and more robust deep learning architectures Investigate and train convolutional neural network (CNN) models with GPU-accelerated libraries such as TensorFlow and PyTorch Apply deep neural networks (DNNs) to computer vision problems, NLP, and GANs Book Description In order to build robust deep learning systems, you ' ll need to understand everything from how neural networks work to training CNN models. In this book, you ' ll discover newly developed deep learning models, methodologies used in the domain, and their implementation based on areas of application. You ' ll start by understanding the building blocks and the math behind neural networks, and then move on to CNNs and their advanced applications in computer vision. You'll also learn to apply the most popular CNN architectures in object detection and image segmentation. Further on, you ' ll focus on variational autoencoders and GANs. You ' ll then use neural networks to extract sophisticated vector representations of words, before going on to cover various types of recurrent networks, such as LSTM and GRU. You ' ll even explore the attention mechanism to process sequential data without the help of recurrent neural networks (RNNs). Later, you ' ll use graph neural networks for processing structured data, along with covering meta-learning, which allows you to train neural networks with fewer training samples. Finally, you ' ll understand how to apply deep learning to autonomous vehicles. By the end of this book, you ' ll have mastered key deep learning concepts and the different applications of deep learning models in the real world. What you will learn Cover advanced and state-of-the-art neural network architectures Understand the theory and math behind neural networks Train DNNs and apply them to modern deep learning problems Use CNNs for object detection and image segmentation Implement generative adversarial networks (GANs) and variational autoencoders to generate new images Solve natural language processing (NLP) tasks, such as machine translation, using sequence-to-sequence models Understand DL techniques, such as meta-learning and graph neural networks Who this book is for This book is for data scientists, deep learning engineers and researchers, and AI developers who want to further their knowledge of deep learning and build innovative and unique deep learning projects. Anyone looking to get to grips with advanced use cases and methodologies adopted in the deep learning domain using real-world examples will also find this book useful. Basic understanding of deep learning concepts and working knowledge of the Python programming language is assumed.

Where To Download Tutorial Ige Xao

Learn advanced state-of-the-art deep learning techniques and their applications using popular Python libraries

Key Features

- Build a strong foundation in neural networks and deep learning with Python libraries
- Explore advanced deep learning techniques and their applications across computer vision and NLP
- Learn how a computer can navigate in complex environments with reinforcement learning

Book Description

With the surge in artificial intelligence in applications catering to both business and consumer needs, deep learning is more important than ever for meeting current and future market demands. With this book, you ' ll explore deep learning, and learn how to put machine learning to use in your projects. This second edition of Python Deep Learning will get you up to speed with deep learning, deep neural networks, and how to train them with high-performance algorithms and popular Python frameworks. You ' ll uncover different neural network architectures, such as convolutional networks, recurrent neural networks, long short-term memory (LSTM) networks, and capsule networks. You ' ll also learn how to solve problems in the fields of computer vision, natural language processing (NLP), and speech recognition. You'll study generative model approaches such as variational autoencoders and Generative Adversarial Networks (GANs) to generate images. As you delve into newly evolved areas of reinforcement learning, you ' ll gain an understanding of state-of-the-art algorithms that are the main components behind popular games Go, Atari, and Dota. By the end of the book, you will be well-versed with the theory of deep learning along with its real-world applications. What you will learn

- Grasp the mathematical theory behind neural networks and deep learning processes
- Investigate and resolve computer vision challenges using convolutional networks and capsule networks
- Solve generative tasks using variational autoencoders and Generative Adversarial Networks
- Implement complex NLP tasks using recurrent networks (LSTM and GRU) and attention models
- Explore reinforcement learning and understand how agents behave in a complex environment
- Get up to date with applications of deep learning in autonomous vehicles

Who this book is for

This book is for data science practitioners, machine learning engineers, and those interested in deep learning who have a basic foundation in machine learning and some Python programming experience. A background in mathematics and conceptual understanding of calculus and statistics will help you gain maximum benefit from this book.

Dive into Combine! Writing asynchronous code can be challenging, with a variety of possible interfaces to represent, perform, and consume asynchronous work - delegates, notification center, KVO, closures, etc. Juggling all of these different mechanisms can be somewhat overwhelming. Does it have to be this hard? Not anymore! In this book, you'll learn about Combine - Apple's framework to work with asynchronous events in a unified and reactive way that ensures your app is always up to date based on the latest state of its data.

Who This Book Is For

This book is for intermediate iOS developers who already know the basics of iOS and Swift development but are interested in learning declarative/reactive programming and take their app and state management to the next level. You'll also find this book interesting if you're interested in SwiftUI - as many of the reactive capabilities keeping your SwiftUI views up-to-date are built on top of Combine.

Topics Covered in Combine: Asynchronous Programming with Swift

- What & Why:** Learn what is Combine and reactive programming and the problems they solve, and how you can unify all of your asynchronous piece of work.
- Operators:** Learn how to compose, transform, filter and otherwise manipulate different pieces of asynchronous work using operators.
- In Practice:** You'll gain knowledge on various topics and techniques you'll leverage when writing your own real-life apps, as well as practice these techniques with actual hands-on apps and projects.
- SwiftUI:** You'll learn about how Combine is deeply rooted within SwiftUI and provides it with the ability to reactively update its

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views based on the state of your app. Advanced Combine: Once you've got a handle on the basics, you'll dive into advanced Combine topics such as Error Handling, Schedulers, and Custom Publishers. By the end of this book, you'll be a pro in building full-fledged applications using Combine's various abilities.

This reference book, now in its fourth edition, offers a comprehensive introduction to electrical engineering design with EPLAN Electric P8. Based on Version 2.5 of EPLAN Electric P8, this handbook gives you an introduction to the system basics before going into the range of functions offered by EPLAN Electric P8. This book covers topics such as project settings and various user settings, the graphical editor (GED), using navigators, creating reports, parts management, message management, revision management, importing and exporting project data, printing, data backup, editing master data and importing old EPLAN data. It also covers add-ons such as the EPLAN Data Portal. Numerous examples show you the many ways you can use EPLAN Electric P8 and give you ideas of how to best solve everyday tasks. Practical information, such as a step-by-step procedure for creating schematic projects and a chapter with FAQs, is also included. New topics covering Version 2.5 have also been added to this edition such as enhanced terminal functionality, improved structure management, user configurable properties as well as new reporting capabilities. The creation, management and use of macro projects is also covered in this book. The examples used in the book are available online as an EPLAN Electric P8 project.

The genomic revolution has opened up systematic investigations and engineering designs for various life forms. Systems biology and synthetic biology are emerging as two complementary approaches, which embody the breakthrough in biology and invite application of engineering principles. Systems Biology and Synthetic Biology emphasizes the similarity between biology and engineering at the system level, which is important for applying systems and engineering theories to biology problems. This book demonstrates to students, researchers, and industry that systems biology relies on synthetic biology technologies to study biological systems, while synthetic biology depends on knowledge obtained from systems biology approaches.

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