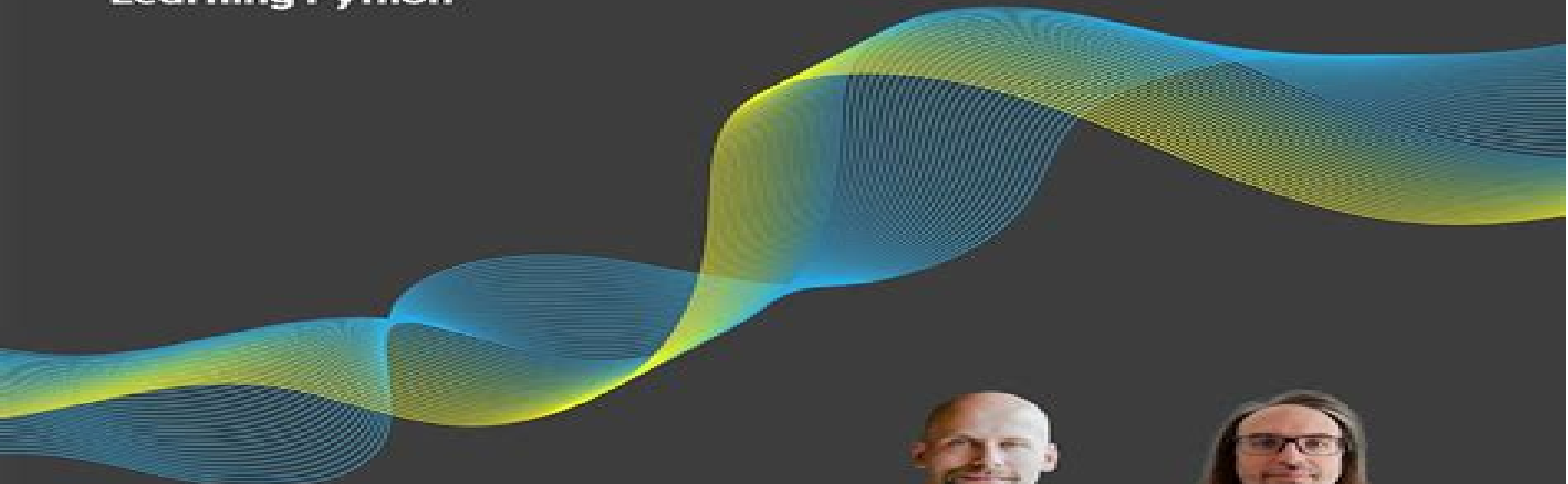


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Python Learn Basics Fast Programming Ebook

**Vivian Siahaan, Rismon Hasiholan
Sianipar**



Python Learn Basics Fast Programming Ebook:

The Fast Way to Learn Java GUI with PostgreSQL and SQLite Vivian Siahaan, Rismon Hasiholan

Sianipar, 2020-01-15 This step by step guide to explore database programming using Java is ideal for people with little or no programming experience The goal of this concise book is not just to teach you Java but to help you think like a programmer Each brief chapter covers the material for one week of a college course to help you practice what you ve learned As you would expect this book shows how to build from scratch two different databases PostgreSQL and SQLite using Java In designing a GUI and as an IDE you will make use of the NetBeans tool In the first chapter you will learn How to install NetBeans JDK 11 and the PostgreSQL connector How to integrate external libraries into projects How the basic PostgreSQL commands are used How to query statements to create databases create tables fill tables and manipulate table contents is done In the first chapter you will learn How to install NetBeans JDK 11 and the PostgreSQL connector How to integrate external libraries into projects How the basic PostgreSQL commands are used How to query statements to create databases create tables fill tables and manipulate table contents is done In the second chapter you will learn querying data from the postgresql using jdbc including establishing a database connection creating a statement object executing the query processing the resultset object querying data using a statement that returns multiple rows querying data using a statement that has parameters inserting data into a table using jdbc updating data in postgresql database using jdbc calling postgresql stored function using jdbc deleting data from a postgresql table using jdbc and postgresql jdbc transaction In chapter three you will create a PostgreSQL database named School and its tables In chapter four you will study Creating the initial three table projects in the school database Teacher table TClass table and Subject table Creating database configuration files Creating a Java GUI for viewing and navigating the contents of each table Creating a Java GUI for inserting and editing tables and Creating a Java GUI to join and query the three tables In chapter five you will learn Creating the main form to connect all forms Creating a project will add three more tables to the school database the Student table the Parent table and Tuition table Creating a Java GUI to view and navigate the contents of each table Creating a Java GUI for editing inserting and deleting records in each table Creating a Java GUI to join and query the three tables and all six In chapter six you will study how to query the six tables In chapter seven you will be shown how to create SQLite database and tables with Java In chapter eight you will be taught how to extract image features utilizing BufferedImage class in Java GUI Digital image techniques to extract image features used in this chapter are grascaling sharpening inverting blurring dilation erosion closing opening vertical prewitt horizontal prewitt Laplacian horizontal sobel and vertical sobel For readers you can develop it to store other advanced image features based on descriptors such as SIFT and others for developing descriptor based matching In chapter nine you will be taught to create Java GUI to view edit insert and delete Suspect table data This table has eleven columns suspect_id primary key suspect_name birth_date case_date report_date suspect_status arrest_date

mother_name address telephone and photo In chapter ten you will be taught to create Java GUI to view edit insert and delete Feature_Extraction table data This table has eight columns feature_id primary key suspect_id foreign key feature1 feature2 feature3 feature4 feature5 and feature6 All six fields except keys will have a BLOB data type so that the image of the feature will be directly saved into this table In chapter eleven you will add two tables Police_Station and Investigator These two tables will later be joined to Suspect table through another table File_Case which will be built in the seventh chapter The Police_Station has six columns police_station_id primary key location city province telephone and photo The Investigator has eight columns investigator_id primary key investigator_name rank birth_date gender address telephone and photo Here you will design a Java GUI to display edit fill and delete data in both tables In chapter twelve you will add two tables Victim and Case_File The File_Case table will connect four other tables Suspect Police_Station Investigator and Victim The Victim table has nine columns victim_id primary key victim_name crime_type birth_date crime_date gender address telephone and photo The Case_File has seven columns case_file_id primary key suspect_id foreign key police_station_id foreign key investigator_id foreign key victim_id foreign key status and description Here you will also design a Java GUI to display edit fill and delete data in both tables Finally this book is hopefully useful and can improve database programming skills for every Java PostgreSQL SQLite programmer

PART 1 - 3: STEP BY STEP TUTORIAL: JAVA/MYSQL With Object-Oriented Programming Using Apache NetBeans IDE Vivian Siahaan, Rismon Hasiholan Sianipar, 2023-02-11 PART 1 This book uses six tables in the Sakila sample database which is a fictitious database designed to represent a DVD rental store The database consists of 15 tables including film film_category actor customer rental payment and inventory among others The Sakila sample database is intended to provide a standard schema that can be used for examples in books tutorials articles samples and so forth In this book as part 1 you will develop step by step tutorial object oriented programming and Java GUI using NetBeans to implement the first six tables in sakila database actor language film category film_category and film_actor tables PART 2 The sakila database consists of 15 tables including film film_category actor customer rental payment and inventory among others The sakila sample database which is a fictitious database designed to represent a DVD rental store is intended to provide a standard schema that can be used for examples in books tutorials articles samples and so forth Our previous book part 1 implements the first six tables in sakila database actor language film category film_category and film_actor tables This book as second part uses five tables in the sakila sample database country city address store and staff tables PART 3 Our books part 1 and part 2 had been published implementing the first eleven tables in sakila database actor language film category film_category film_actor country city address store and staff tables This book as part 3 develops step by step object oriented programming and Java GUI tutorial using NetBeans to implement the remaining four tables customer inventory rental and payment in the Sakila sample database which is a fictitious database designed to represent a DVD rental store

Python Crash Course, 3rd Edition Eric Matthes, 2023-01-10 Python Crash Course is the world's bestselling

programming book with over 1 500 000 copies sold to date Python Crash Course is the world's best selling guide to the Python programming language This fast paced thorough introduction will have you writing programs solving problems and developing functioning applications in no time You'll start by learning basic programming concepts such as variables lists classes and loops and practice writing clean code with exercises for each topic You'll also learn how to make your programs interactive and test your code safely before adding it to a project You'll put your new knowledge into practice by creating a Space Invaders inspired arcade game building a set of data visualizations with Python's handy libraries and deploying a simple application online As you work through the book you'll learn how to Use powerful Python libraries and tools including pytest Pygame Matplotlib Plotly and Django Make increasingly complex 2D games that respond to keypresses and mouse clicks Generate interactive data visualizations using a variety of datasets Build apps that allow users to create accounts and manage their own data and deploy your apps online Troubleshoot coding errors and solve common programming problems New to this edition This third edition is completely revised to reflect the latest in Python code New and updated coverage includes VS Code for text editing the pathlib module for file handling pytest for testing your code as well as the latest features of Matplotlib Plotly and Django If you've been thinking about digging into programming Python Crash Course will provide you with the skills to write real programs fast Why wait any longer Start your engines and code Covers Python 3 x

MYSQL with Visual Basic and Visual C# Vivian Siahaan, Rismon Hasiholan Sianipar, 2020-11-20 Book 1 This book aims to develop a MySQL driven desktop application that readers can develop for their own purposes to implement library project using Visual Basic .NET In Tutorial 1 you will build a Visual Basic interface for the database This interface will be used as the main terminal in accessing other forms This tutorial will also discuss how to create login form and login table You will create login form Place on the form one picture box two labels one combo box one text box and two buttons In Tutorial 2 you will build a school inventory project where you can store information about valuables in school The table will have nine fields Item description of the item Quantity Location where the item was placed Shop where the item was purchased DatePurchased when the item was purchased Cost how much the item cost SerialNumber serial number of the item PhotoFile path of the photo file of the item and Fragile indicates whether a particular item is fragile or not In Tutorial 3 you will perform the steps necessary to add 5 new tables using phpMyAdmin into Academy database You will build each table and add the associated fields as needed Every table in the database will need input form In this tutorial you will build such a form for Author table Although this table is quite simple only four fields AuthorID Name BirthDate and PhotoFile it provides a basis for illustrating the many steps in interface design SQL statement is required by the Command object to read fields sorted by Name Then you will build an interface so that the user can maintain the Publisher table in the database Academy The Publisher table interface is more or less the same as Author table interface This Publisher table interface only requires more input fields So you will use the interface for the Author table and modify it for the Publisher table Book 2 In chapter one

you will learn to know the properties and events of each control in a Windows Visual C application You need to learn and know in order to be more familiar when applying them to some applications in this book In chapter two you will go through step by step to build a SALES database using MySQL You will build each table and add associated data fields along with the necessary keys and indexes The first field in the Client table is ClientID Enter the client ID in the Name Field and select AutoNumber in the Data Type You define primary key and other indexes which are useful for quick searching ClientID is a primary field You will define FamilyName as an index You then will create Ordering table with three fields OrderID ClientID and OrderDate You then will create Purchase table with three fields OrderID ProductID and Quantity And you will create Product table with four fields ProductID Description Price and QtySold Before designing Visual C interface you will build the relationships between four tables The interface will be used to enter new orders into the database The order form will be used to enter the following information into the database order ID order date client ID client's first name and family name client's address product information ordered The form will have the ability to add new orders find clients add new clients The completed order invoice will be provided in a printed report In chapter three you will build a database management system where you can store information about valuables in your warehouse The table will have seven fields Item description of the item Location where the item was placed Shop where the item was purchased DatePurchased when the item was purchased Cost how much the item cost SerialNumber serial number of the item PhotoFile path of the photo file of the item and Fragile indicates whether a particular item is fragile or not The development of this Warehouse Inventory Project will be performed as usual in a step by step manner You will first create the database Furthermore the interface will be built so that the user can view edit add or add data records from the database Finally you add code to create a printable list of information from the database In chapter four you will build an application that can be used to track daily high and low pollutant PM2.5 and air quality level The steps that need to be taken in building Siantar Air Quality Index SAQI database project are Build and test a Visual C interface Create an empty database using code and Report database The designed interface will allow the user to enter max pollutant min pollutant and air quality for any date that the user chooses in a particular year This information will be stored in a database Graphical result of the data will be provided along with summary information relating to the maximum value minimum value and mean value You will use a tab control as the main component of the interface The control has three tabs one for viewing and editing data one for viewing graph of pollutant data and another for viewing graph of air quality data Each tab on this control operates like a Visual C control panel In chapter five you will perform the steps necessary to build a MySQL book inventory database that contains 4 tables You will build each table and add the associated fields as needed You will have four tables in the database and define the relationship between the primary key and foreign key You will associate AuthorID foreign key field in the Title_Author table with AuthorID primary key in the Author table Then you want to associate the ISBN foreign key field in Title_Author table with ISBN primary key in the Title table

VISUAL C# .NET: A Step By Step, Project-Based Guide to Develop Desktop Applications Vivian Siahaan, Rismon

Hasiholan Sianipar, 2020-11-23 In chapter one you will learn to know the properties and events of each control in a Windows Visual C application You need to learn and know in order to be more familiar when applying them to some applications in this book In chapter two you will build a project so that children can practice basic skills in addition subtraction multiplication and division operations This Math Game project can be used to choose the types of questions and what factors you want to use This project has three timing options Random math problems using values from 0 to 9 will be presented Timing options are provided to measure accuracy and speed There are many controls used Two label controls are used for title information two for displaying scores There is a wide label in the middle of the form to display math questions And long skinny label is used as separator Two button controls are used to start and stop question and one button to exit the project There are three group control boxes The first group box holds four check box controls that are used to select the type of questions The second group box holds eleven radio buttons that are used to select values that are used as factors in calculations The third group box contains three radio button controls for timing options A scroll bar control rod is used to change the time In chapter three you will build Bank Code game The storage box is locked and can only be opened if you enter the correct digit combination Combinations can be 2 to 4 non repetitive digits range of digits from 1 to 9 After a guess is given you will be notified of how many digits are right and how many digits are in the right position Based on this information you will give another guess You continue to guess until you get the right combination or until you stop the game On the left side of the form is a large picture box control On the right side two group box controls and two button controls are placed In the picture box a control panel is placed In the panel there are four label controls set the AutoSize property to False and nine button controls In the first group box control place three radio buttons In the second group box control a text box control is placed The picture box contains an image of bank and a panel The label controls in the panel are used to display the combinations entered the BorderStyle property set to FixedSingle to display the label size The nine buttons on the panel are used to enter combinations Radio buttons are used to set options The buttons one to start and stop the game and another to exit the project are used to control game operations The text box displays the results of the combinations entered In chapter four you will build Horse Racing game This is a simple game Up to 10 horses will race to the finish line You guessed two horses that you thought could win the race By clicking on the Start button the race will start All horses will race speed to get to the finish line Labels are used to display instructions and number of horses in a race Four button controls are used two buttons to change number of horses one button to start the game and one other button to stop the game The picture box control is used to load the horse image A timer control is used to update the horse s movement during the race In chapter five you will build Catching Ball game The bird flew and dropped ball from the sky Users are challenged to position man under the fallen ball to catch it Labels are used for instructions and to display game information remaining time number of balls captured and game

difficulty level Two buttons are used to change the game difficulty level one button to start the game and another button to stop the game Picture box controls hold images for man bird and ball In chapter six you will build Smart Tic Tac Toe game That said this is the first game ever programmed on a computer and one that had been programmed by Bill Gates himself when he was a teenager while attending Lakeside School in Seattle The aim of this game is to win the game on a 3 x 3 grid with the victory of three identical symbols X or O on horizontal diagonal or vertical lines The players will play alternately In this game given two game options player 1 against player 2 or human player against computer A smart but simple strategy will be developed for computer logic to be a formidable opponent for humans In chapter seven you will build Fighting Plane program This program can be played by two human players or human player versus computer The controls of the player are done via the keyboard Player 1 presses A key to move up Z key to move down and S key to throw rudal When you choose Two players from the Options button this game can be played by two human players Player 1 presses the same keys while player 2 presses key K to move up M to move down and key J to throw rudal All label controls are used for titles and provide scoring and game information The large panel Panel1 is the playing field Three button controls are used to start stop a program set options and exit the program One timer control is used to control game animation and another is used to represent the computer s decision process The second control panel Panel2 is used to select game options One group box contains radio buttons which are used to select number of players A group box contains radio buttons to select the level of difficulty of the game when playing against a computer A small button is used to close the options panel The default properties are set for one player games with the easiest game difficulty

VISUAL BASIC .NET AND DATABASE: PRACTICAL TUTORIALS Vivian Siahaan, Rismon Hasiholan Sianipar, 2020-10-31 This book aims to develop a MySQL driven desktop application that readers can develop for their own purposes to implement library project using Visual Basic NET In Tutorial 1 you will build a Visual Basic interface for the database This interface will used as the main terminal in accessing other forms This tutorial will also discuss how to create login form and login table You will create login form Place on the form one picture box two labels one combo box one text box and two buttons In Tutorial 2 you will build a school inventory project where you can store information about valuables in school The table will have nine fields Item description of the item Quantity Location where the item was placed Shop where the item was purchased DatePurchased when the item was purchased Cost how much the item cost SerialNumber serial number of the item PhotoFile path of the photo file of the item and Fragile indicates whether a particular item is fragile or not In Tutorial 3 you will perform the steps necessary to add 5 new tables using phpMyAdmin into Academy database You will build each table and add the associated fields as needed Every table in the database will need input form In this tutorial you will build such a form for Author table Although this table is quite simple only four fields AuthorID Name BirthDate and PhotoFile it provides a basis for illustrating the many steps in interface design SQL statement is required by the Command object to read fields sorted by Name Then you will build an interface so that the user can

maintain the Publisher table in the database Academy The Publisher table interface is more or less the same as Author table interface This Publisher table interface only requires more input fields So you will use the interface for the Author table and modify it for the Publisher table In Tutorial 4 you will perform the steps necessary to design and implement title form library member form and book borrowal form You start by designing and testing the basic entry form for book titles The Title table has nine fields BookTitle PublishYear ISBN PublisherID AuthorID Description Note Subject and Comment Then you will build such a form for Member table This table has twelve fields MemberID FirstName LastName BirthDate Status Ethnicity Nationality Mobile Phone Religion Gender and PhotoFile You need thirteen label controls one picture box six text boxes four comboxes one check box one date time picker one openfiledialog and one printpreviewdialog You also need four buttons for navigation six buttons for controlling editing features one button for searching member s name and one button to upload member s photo Finally you will build such a form for Borrow table This table has seven fields BorrowID MemberID BorrowCode ISBN BorrowDate ReturnDate and Penalty In this form you need fourteen label controls seven text boxes two comboxes two date time pickers and one printpreviewdialog You also need four buttons for navigation seven buttons for other utilities one button to generate borrowal code and one button to return book

[In-Depth Tutorials: Deep Learning Using Scikit-Learn, Keras, and TensorFlow with Python GUI](#) Vivian Siahaan, Rismon Hasiholan Sianipar, 2021-06-05

BOOK 1

LEARN FROM SCRATCH MACHINE LEARNING WITH PYTHON GUI In this book you will learn how to use NumPy Pandas OpenCV Scikit Learn and other libraries to how to plot graph and to process digital image Then you will learn how to classify features using Perceptron Adaline Logistic Regression LR Support Vector Machine SVM Decision Tree DT Random Forest RF and K Nearest Neighbor KNN models You will also learn how to extract features using Principal Component Analysis PCA Linear Discriminant Analysis LDA Kernel Principal Component Analysis KPCA algorithms and use them in machine learning In Chapter 1 you will learn Tutorial Steps To Create A Simple GUI Application Tutorial Steps to Use Radio Button Tutorial Steps to Group Radio Buttons Tutorial Steps to Use CheckBox Widget Tutorial Steps to Use Two CheckBox Groups Tutorial Steps to Understand Signals and Slots Tutorial Steps to Convert Data Types Tutorial Steps to Use Spin Box Widget Tutorial Steps to Use ScrollBar and Slider Tutorial Steps to Use List Widget Tutorial Steps to Select Multiple List Items in One List Widget and Display It in Another List Widget Tutorial Steps to Insert Item into List Widget Tutorial Steps to Use Operations on Widget List Tutorial Steps to Use Combo Box Tutorial Steps to Use Calendar Widget and Date Edit and Tutorial Steps to Use Table Widget In Chapter 2 you will learn Tutorial Steps To Create A Simple Line Graph Tutorial Steps To Create A Simple Line Graph in Python GUI Tutorial Steps To Create A Simple Line Graph in Python GUI Part 2 Tutorial Steps To Create Two or More Graphs in the Same Axis Tutorial Steps To Create Two Axes in One Canvas Tutorial Steps To Use Two Widgets Tutorial Steps To Use Two Widgets Each of Which Has Two Axes Tutorial Steps To Use Axes With Certain Opacity Levels Tutorial Steps To Choose Line Color From Combo Box Tutorial Steps To Calculate Fast Fourier Transform Tutorial

Steps To Create GUI For FFT Tutorial Steps To Create GUI For FFT With Some Other Input Signals Tutorial Steps To Create GUI For Noisy Signal Tutorial Steps To Create GUI For Noisy Signal Filtering and Tutorial Steps To Create GUI For Wave Signal Filtering In Chapter 3 you will learn Tutorial Steps To Convert RGB Image Into Grayscale Tutorial Steps To Convert RGB Image Into YUV Image Tutorial Steps To Convert RGB Image Into HSV Image Tutorial Steps To Filter Image Tutorial Steps To Display Image Histogram Tutorial Steps To Display Filtered Image Histogram Tutorial Steps To Filter Image With CheckBoxes Tutorial Steps To Implement Image Thresholding and Tutorial Steps To Implement Adaptive Image Thresholding You will also learn Tutorial Steps To Generate And Display Noisy Image Tutorial Steps To Implement Edge Detection On Image Tutorial Steps To Implement Image Segmentation Using Multiple Thresholding and K Means Algorithm Tutorial Steps To Implement Image Denoising Tutorial Steps To Detect Face Eye and Mouth Using Haar Cascades Tutorial Steps To Detect Face Using Haar Cascades with PyQt Tutorial Steps To Detect Eye and Mouth Using Haar Cascades with PyQt Tutorial Steps To Extract Detected Objects Tutorial Steps To Detect Image Features Using Harris Corner Detection Tutorial Steps To Detect Image Features Using Shi Tomasi Corner Detection Tutorial Steps To Detect Features Using Scale Invariant Feature Transform SIFT and Tutorial Steps To Detect Features Using Features from Accelerated Segment Test FAST In Chapter 4 In this tutorial you will learn how to use Pandas NumPy and other libraries to perform simple classification using perceptron and Adaline adaptive linear neuron The dataset used is Iris dataset directly from the UCI Machine Learning Repository You will learn Tutorial Steps To Implement Perceptron Tutorial Steps To Implement Perceptron with PyQt Tutorial Steps To Implement Adaline Adaptive Linear Neuron and Tutorial Steps To Implement Adaline with PyQt In Chapter 5 you will learn how to use the scikit learn machine learning library which provides a wide variety of machine learning algorithms via a user friendly Python API and to perform classification using perceptron Adaline adaptive linear neuron and other models The dataset used is Iris dataset directly from the UCI Machine Learning Repository You will learn Tutorial Steps To Implement Perceptron Using Scikit Learn Tutorial Steps To Implement Perceptron Using Scikit Learn with PyQt Tutorial Steps To Implement Logistic Regression Model Tutorial Steps To Implement Logistic Regression Model with PyQt Tutorial Steps To Implement Logistic Regression Model Using Scikit Learn with PyQt Tutorial Steps To Implement Support Vector Machine SVM Using Scikit Learn Tutorial Steps To Implement Decision Tree DT Using Scikit Learn Tutorial Steps To Implement Random Forest RF Using Scikit Learn and Tutorial Steps To Implement K Nearest Neighbor KNN Using Scikit Learn In Chapter 6 you will learn how to use Pandas NumPy Scikit Learn and other libraries to implement different approaches for reducing the dimensionality of a dataset using different feature selection techniques You will learn about three fundamental techniques that will help us to summarize the information content of a dataset by transforming it onto a new feature subspace of lower dimensionality than the original one Data compression is an important topic in machine learning and it helps us to store and analyze the increasing amounts of data that are produced and collected in the modern age of

technology You will learn the following topics Principal Component Analysis PCA for unsupervised data compression Linear Discriminant Analysis LDA as a supervised dimensionality reduction technique for maximizing class separability Nonlinear dimensionality reduction via Kernel Principal Component Analysis KPCA You will learn Tutorial Steps To Implement Principal Component Analysis PCA Tutorial Steps To Implement Principal Component Analysis PCA Using Scikit Learn Tutorial Steps To Implement Principal Component Analysis PCA Using Scikit Learn with PyQt Tutorial Steps To Implement Linear Discriminant Analysis LDA Tutorial Steps To Implement Linear Discriminant Analysis LDA with Scikit Learn Tutorial Steps To Implement Linear Discriminant Analysis LDA Using Scikit Learn with PyQt Tutorial Steps To Implement Kernel Principal Component Analysis KPCA Using Scikit Learn and Tutorial Steps To Implement Kernel Principal Component Analysis KPCA Using Scikit Learn with PyQt In Chapter 7 you will learn how to use Keras Scikit Learn Pandas NumPy and other libraries to perform prediction on handwritten digits using MNIST dataset You will learn Tutorial Steps To Load MNIST Dataset Tutorial Steps To Load MNIST Dataset with PyQt Tutorial Steps To Implement Perceptron With PCA Feature Extractor on MNIST Dataset Using PyQt Tutorial Steps To Implement Perceptron With LDA Feature Extractor on MNIST Dataset Using PyQt Tutorial Steps To Implement Perceptron With KPCA Feature Extractor on MNIST Dataset Using PyQt Tutorial Steps To Implement Logistic Regression LR Model With PCA Feature Extractor on MNIST Dataset Using PyQt Tutorial Steps To Implement Logistic Regression LR Model With LDA Feature Extractor on MNIST Dataset Using PyQt Tutorial Steps To Implement Logistic Regression LR Model With KPCA Feature Extractor on MNIST Dataset Using PyQt Tutorial Steps To Implement Support Vector Machine SVM Model With LDA Feature Extractor on MNIST Dataset Using PyQt Tutorial Steps To Implement Support Vector Machine SVM Model With KPCA Feature Extractor on MNIST Dataset Using PyQt Tutorial Steps To Implement Decision Tree DT Model With PCA Feature Extractor on MNIST Dataset Using PyQt Tutorial Steps To Implement Decision Tree DT Model With LDA Feature Extractor on MNIST Dataset Using PyQt Tutorial Steps To Implement Decision Tree DT Model With KPCA Feature Extractor on MNIST Dataset Using PyQt Tutorial Steps To Implement Random Forest RF Model With PCA Feature Extractor on MNIST Dataset Using PyQt Tutorial Steps To Implement Random Forest RF Model With LDA Feature Extractor on MNIST Dataset Using PyQt Tutorial Steps To Implement Random Forest RF Model With KPCA Feature Extractor on MNIST Dataset Using PyQt Tutorial Steps To Implement K Nearest Neighbor KNN Model With PCA Feature Extractor on MNIST Dataset Using PyQt Tutorial Steps To Implement K Nearest Neighbor KNN Model With LDA Feature Extractor on MNIST Dataset Using PyQt and Tutorial Steps To Implement K Nearest Neighbor KNN Model With KPCA Feature Extractor on MNIST Dataset Using PyQt BOOK 2 THE PRACTICAL GUIDES ON DEEP LEARNING USING SCIKIT LEARN KERAS AND TENSORFLOW WITH PYTHON GUI In this book you will learn how to use TensorFlow Keras Scikit Learn OpenCV Pandas NumPy and other libraries to implement deep learning on recognizing traffic signs using GTSRB dataset detecting brain tumor using Brain Image MRI dataset classifying

gender and recognizing facial expression using FER2013 dataset In Chapter 1 you will learn to create GUI applications to display line graph using PyQt You will also learn how to display image and its histogram In Chapter 2 you will learn how to use TensorFlow Keras Scikit Learn Pandas NumPy and other libraries to perform prediction on handwritten digits using MNIST dataset with PyQt You will build a GUI application for this purpose In Chapter 3 you will learn how to perform recognizing traffic signs using GTSRB dataset from Kaggle There are several different types of traffic signs like speed limits no entry traffic signals turn left or right children crossing no passing of heavy vehicles etc Traffic signs classification is the process of identifying which class a traffic sign belongs to In this Python project you will build a deep neural network model that can classify traffic signs in image into different categories With this model you will be able to read and understand traffic signs which are a very important task for all autonomous vehicles You will build a GUI application for this purpose In Chapter 4 you will learn how to perform detecting brain tumor using Brain Image MRI dataset provided by Kaggle <https://www.kaggle.com/navoneel/brain-mri-images-for-brain-tumor-detection> using CNN model You will build a GUI application for this purpose In Chapter 5 you will learn how to perform classifying gender using dataset provided by Kaggle <https://www.kaggle.com/cashutosh/gender-classification-dataset> using MobileNetV2 and CNN models You will build a GUI application for this purpose In Chapter 6 you will learn how to perform recognizing facial expression using FER2013 dataset provided by Kaggle <https://www.kaggle.com/nicolejyt/facialexpressionrecognition> using CNN model You will also build a GUI application for this purpose

BOOK 3 STEP BY STEP TUTORIALS ON DEEP LEARNING USING SCIKIT LEARN KERAS AND TENSORFLOW WITH PYTHON GUI

In this book you will learn how to use TensorFlow Keras Scikit Learn OpenCV Pandas NumPy and other libraries to implement deep learning on classifying fruits classifying cats dogs detecting furnitures and classifying fashion

In Chapter 1 you will learn to create GUI applications to display line graph using PyQt You will also learn how to display image and its histogram Then you will learn how to use OpenCV NumPy and other libraries to perform feature extraction with Python GUI PyQt The feature detection techniques used in this chapter are Harris Corner Detection Shi Tomasi Corner Detector and Scale Invariant Feature Transform SIFT In Chapter 2 you will learn how to use TensorFlow Keras Scikit Learn OpenCV Pandas NumPy and other libraries to perform classifying fruits using Fruits 360 dataset provided by Kaggle <https://www.kaggle.com/moltean/fruits> code using Transfer Learning and CNN models You will build a GUI application for this purpose In Chapter 3 you will learn how to use TensorFlow Keras Scikit Learn OpenCV Pandas NumPy and other libraries to perform classifying cats dogs using dataset provided by Kaggle <https://www.kaggle.com/chetankv/dogs-cats-images> using CNN with Data Generator You will build a GUI application for this purpose In Chapter 4 you will learn how to use TensorFlow Keras Scikit Learn OpenCV Pandas NumPy and other libraries to perform detecting furnitures using Furniture Detector dataset provided by Kaggle <https://www.kaggle.com/akkithetechie/furniture-detector> using VGG16 model You will build a GUI application for this purpose In Chapter 5 you will learn how to use TensorFlow Keras Scikit Learn OpenCV

Pandas NumPy and other libraries to perform classifying fashion using Fashion MNIST dataset provided by Kaggle <https://www.kaggle.com/zalando-research/fashionmnist> code using CNN model You will build a GUI application for this purpose

BOOK 4 Project Based Approach On DEEP LEARNING Using Scikit Learn Keras And TensorFlow with Python GUI In this book implement deep learning on detecting vehicle license plates recognizing sign language and detecting surface crack using TensorFlow Keras Scikit Learn OpenCV Pandas NumPy and other libraries In Chapter 1 you will learn how to use TensorFlow Keras Scikit Learn OpenCV Pandas NumPy and other libraries to perform detecting vehicle license plates using Car License Plate Detection dataset provided by Kaggle <https://www.kaggle.com/andrewmvd/car-plate-detection-download> In Chapter 2 you will learn how to use TensorFlow Keras Scikit Learn OpenCV Pandas NumPy and other libraries to perform sign language recognition using Sign Language Digits Dataset provided by Kaggle <https://www.kaggle.com/ardamavi/sign-language-digits-dataset-download> In Chapter 3 you will learn how to use TensorFlow Keras Scikit Learn OpenCV Pandas NumPy and other libraries to perform detecting surface crack using Surface Crack Detection provided by Kaggle <https://www.kaggle.com/arunrk7/surface-crack-detection-download>

BOOK 5 Hands On Guide To IMAGE CLASSIFICATION Using Scikit Learn Keras And TensorFlow with PYTHON GUI In this book implement deep learning based image classification on detecting face mask classifying weather and recognizing flower using TensorFlow Keras Scikit Learn OpenCV Pandas NumPy and other libraries In Chapter 1 you will learn how to use TensorFlow Keras Scikit Learn OpenCV Pandas NumPy and other libraries to perform detecting face mask using Face Mask Detection Dataset provided by Kaggle <https://www.kaggle.com/omkargurav/face-mask-dataset-download> In Chapter 2 you will learn how to use TensorFlow Keras Scikit Learn OpenCV Pandas NumPy and other libraries to perform how to classify weather using Multi class Weather Dataset provided by Kaggle <https://www.kaggle.com/pratik2901/multiclass-weather-dataset-download> In Chapter 3 you will learn how to use TensorFlow Keras Scikit Learn OpenCV Pandas NumPy and other libraries to perform how to recognize flower using Flowers Recognition dataset provided by Kaggle <https://www.kaggle.com/alxmamaev/flowers-recognition-download>

BOOK 6 Step by Step Tutorial IMAGE CLASSIFICATION Using Scikit Learn Keras And TensorFlow with PYTHON GUI In this book implement deep learning based image classification on classifying monkey species recognizing rock paper and scissor and classify airplane car and ship using TensorFlow Keras Scikit Learn OpenCV Pandas NumPy and other libraries In Chapter 1 you will learn how to use TensorFlow Keras Scikit Learn OpenCV Pandas NumPy and other libraries to perform how to classify monkey species using 10 Monkey Species dataset provided by Kaggle <https://www.kaggle.com/slothkong/10-monkey-species-download> In Chapter 2 you will learn how to use TensorFlow Keras Scikit Learn OpenCV Pandas NumPy and other libraries to perform how to recognize rock paper and scissor using 10 Monkey Species dataset provided by Kaggle <https://www.kaggle.com/sanikamal/rock-paper-scissors-dataset-download> In Chapter 3 you will learn how to use TensorFlow Keras Scikit Learn OpenCV Pandas NumPy and other libraries to perform how to classify airplane car and ship using Multiclass image dataset airplane car ship

dataset provided by Kaggle <https://www.kaggle.com/abtabm/multiclassimagedatasetairplanecar> *The Practical Guides on Deep Learning Using SCIKIT-LEARN, KERAS, and TENSORFLOW with Python GUI* Vivian Siahaan, Rismon Hasiholan Sianipar, 2023-06-17 In this book you will learn how to use TensorFlow Keras Scikit Learn OpenCV Pandas NumPy and other libraries to implement deep learning on recognizing traffic signs using GTSRB dataset detecting brain tumor using Brain Image MRI dataset classifying gender and recognizing facial expression using FER2013 dataset In Chapter 1 you will learn to create GUI applications to display image histogram It is a graphical representation that displays the distribution of pixel intensities in an image It provides information about the frequency of occurrence of each intensity level in the image The histogram allows us to understand the overall brightness or contrast of the image and can reveal important characteristics such as dynamic range exposure and the presence of certain image features In Chapter 2 you will learn how to use TensorFlow Keras Scikit Learn Pandas NumPy and other libraries to perform prediction on handwritten digits using MNIST dataset The MNIST dataset is a widely used dataset in machine learning and computer vision particularly for image classification tasks It consists of a collection of handwritten digits from zero to nine where each digit is represented as a 28x28 grayscale image The dataset was created by collecting handwriting samples from various individuals and then preprocessing them to standardize the format Each image in the dataset represents a single digit and is labeled with the corresponding digit it represents The labels range from 0 to 9 indicating the true value of the handwritten digit In Chapter 3 you will learn how to perform recognizing traffic signs using GTSRB dataset from Kaggle There are several different types of traffic signs like speed limits no entry traffic signals turn left or right children crossing no passing of heavy vehicles etc Traffic signs classification is the process of identifying which class a traffic sign belongs to In this Python project you will build a deep neural network model that can classify traffic signs in image into different categories With this model you will be able to read and understand traffic signs which are a very important task for all autonomous vehicles You will build a GUI application for this purpose In Chapter 4 you will learn how to perform detecting brain tumor using Brain Image MRI dataset Following are the steps taken in this chapter Dataset Exploration Explore the Brain Image MRI dataset from Kaggle Describe the structure of the dataset the different classes tumor vs non tumor and any preprocessing steps required Data Preprocessing Preprocess the dataset to prepare it for model training This may include tasks such as resizing images normalizing pixel values splitting data into training and testing sets and creating labels Model Building Use TensorFlow and Keras to build a deep learning model for brain tumor detection Choose an appropriate architecture such as a convolutional neural network CNN and configure the model layers Model Training Train the brain tumor detection model using the preprocessed dataset Specify the loss function optimizer and evaluation metrics Monitor the training process and visualize the training validation accuracy and loss over epochs Model Evaluation Evaluate the trained model on the testing dataset Calculate metrics such as accuracy precision recall and F1 score to assess the model's performance Prediction and

Visualization Use the trained model to make predictions on new MRI images Visualize the predicted results alongside the ground truth labels to demonstrate the effectiveness of the model Finally you will build a GUI application for this purpose In Chapter 5 you will learn how to perform classifying gender using dataset provided by Kaggle using MobileNetV2 and CNN models Following are the steps taken in this chapter Data Exploration Load the dataset using Pandas perform exploratory data analysis EDA to gain insights into the data and visualize the distribution of gender classes Data Preprocessing Preprocess the dataset by performing necessary transformations such as resizing images converting labels to numerical format and splitting the data into training validation and test sets Model Building Use TensorFlow and Keras to build a gender classification model Define the architecture of the model compile it with appropriate loss and optimization functions and summarize the model s structure Model Training Train the model on the training set monitor its performance on the validation set and tune hyperparameters if necessary Visualize the training history to analyze the model s learning progress Model Evaluation Evaluate the trained model s performance on the test set using various metrics such as accuracy precision recall and F1 score Generate a classification report and a confusion matrix to assess the model s performance in detail Prediction and Visualization Use the trained model to make gender predictions on new unseen data Visualize a few sample predictions along with the corresponding images Finally you will build a GUI application for this purpose In Chapter 6 you will learn how to perform recognizing facial expression using FER2013 dataset using CNN model The FER2013 dataset contains facial images categorized into seven different emotions anger disgust fear happiness sadness surprise and neutral To perform facial expression recognition using this dataset you would typically follow these steps Data Preprocessing Load and preprocess the dataset This may involve resizing the images converting them to grayscale and normalizing the pixel values Data Split Split the dataset into training validation and testing sets The training set is used to train the model the validation set is used to tune hyperparameters and evaluate the model s performance during training and the testing set is used to assess the final model s accuracy Model Building Build a deep learning model using TensorFlow and Keras This typically involves defining the architecture of the model selecting appropriate layers such as convolutional layers pooling layers and fully connected layers and specifying the activation functions and loss functions Model Training Train the model using the training set This involves feeding the training images through the model calculating the loss and updating the model s parameters using optimization techniques like backpropagation and gradient descent Model Evaluation Evaluate the trained model s performance using the validation set This can include calculating metrics such as accuracy precision recall and F1 score to assess how well the model is performing Model Testing Assess the model s accuracy and performance on the testing set which contains unseen data This step helps determine how well the model generalizes to new unseen facial expressions Prediction Use the trained model to make predictions on new images or live video streams This involves detecting faces in the images using OpenCV extracting facial features and feeding the processed images into the model for

prediction Then you will also build a GUI application for this purpose

Project-Based Approach On DEEP LEARNING Using Scikit-Learn, Keras, And TensorFlow with Python GUI Vivian Siahaan, Rismon Hasiholan Sianipar, 2023-06-19

In this book implement deep learning on detecting vehicle license plates recognizing sign language and detecting surface crack using TensorFlow Keras Scikit Learn OpenCV Pandas NumPy and other libraries

In chapter 1 you will learn how to use TensorFlow Keras Scikit Learn OpenCV Pandas NumPy and other libraries to perform detecting vehicle license plates using Car License Plate Detection dataset provided by Kaggle <https://www.kaggle.com/andrewmvd/car-plate-detection> download To perform license plate detection these steps are taken

- 1 Dataset Preparation Extract the dataset and organize it into separate folders for images and annotations The annotations should contain bounding box coordinates for license plate regions
- 2 Data Preprocessing Load the images and annotations from the dataset Preprocess the images by resizing normalizing or applying any other necessary transformations Convert the annotation bounding box coordinates to the appropriate format for training
- 3 Training Data Generation Divide the dataset into training and validation sets Generate training data by augmenting the images and annotations e.g. flipping rotating zooming Create data generators or data loaders to efficiently load the training data
- 4 Model Development Choose a suitable deep learning model architecture for license plate detection such as a convolutional neural network CNN Use TensorFlow and Keras to develop the model architecture Compile the model with appropriate loss functions and optimization algorithms
- 5 Model Training Train the model using the prepared training data Monitor the training process by tracking metrics like loss and accuracy Adjust the hyperparameters or model architecture as needed to improve performance
- 6 Model Evaluation Evaluate the trained model using the validation set Calculate relevant metrics like precision recall and F1 score Make any necessary adjustments to the model based on the evaluation results
- 7 License Plate Detection Use the trained model to detect license plates in new images Apply any post processing techniques to refine the detected regions Extract the license plate regions and further process them if needed

In chapter 2 you will learn how to use TensorFlow Keras Scikit Learn OpenCV Pandas NumPy and other libraries to perform sign language recognition using Sign Language Digits Dataset Here are the steps to perform sign language recognition using the Sign Language Digits Dataset

- 1 Download the dataset from Kaggle You can visit the Kaggle Sign Language Digits Dataset page <https://www.kaggle.com/ardamavi/sign-language-digits-dataset> and download the dataset
- 2 Extract the dataset After downloading the dataset extract the contents from the downloaded zip file to a suitable location on your local machine
- 3 Load the dataset The dataset consists of two parts images and a CSV file containing the corresponding labels The images are stored in a folder and the CSV file contains the image paths and labels
- 4 Preprocess the dataset Depending on the specific requirements of your model you may need to preprocess the dataset This can include tasks such as resizing images converting labels to numerical format normalizing pixel values or splitting the dataset into training and testing sets
- 5 Build a machine learning model Use libraries such as TensorFlow and Keras to build a sign language recognition model This typically involves designing the architecture

of the model compiling it with suitable loss functions and optimizers and training the model on the preprocessed dataset 6 Evaluate the model After training the model evaluate its performance using appropriate evaluation metrics This can help you understand how well the model is performing on the sign language recognition task 7 Make predictions Once the model is trained and evaluated you can use it to make predictions on new sign language images Pass the image through the model and it will predict the corresponding sign language digit In chapter 3 you will learn how to use TensorFlow Keras Scikit Learn OpenCV Pandas NumPy and other libraries to perform detecting surface crack using Surface Crack Detection provided by Kaggle <https://www.kaggle.com/arunrk7/surface-crack-detection-download> Here s a general outline of the process Data Preparation Start by downloading the dataset from the Kaggle link you provided Extract the dataset and organize it into appropriate folders e g training and testing folders Import Libraries Begin by importing the necessary libraries including TensorFlow Keras Scikit Learn OpenCV Pandas and NumPy Data Loading and Preprocessing Load the images and labels from the dataset Since the dataset may come in different formats it s essential to understand its structure and adjust the code accordingly Use OpenCV to read the images and Pandas to load the labels Data Augmentation Perform data augmentation techniques such as rotation flipping and scaling to increase the diversity of the training data and prevent overfitting You can use the ImageDataGenerator class from Keras for this purpose Model Building Define your neural network architecture using the Keras API with TensorFlow backend You can start with a simple architecture like a convolutional neural network CNN Experiment with different architectures to achieve better performance Model Compilation Compile your model by specifying the loss function optimizer and evaluation metric For a binary classification problem like crack detection you can use binary cross entropy as the loss function and Adam as the optimizer Model Training Train your model on the prepared dataset using the fit method Split your data into training and validation sets using train_test_split from Scikit Learn Monitor the training progress and adjust hyperparameters as needed Model Evaluation Evaluate the performance of your trained model on the test set Use appropriate evaluation metrics such as accuracy precision recall and F1 score Scikit Learn provides functions for calculating these metrics Model Prediction Use the trained model to predict crack detection on new unseen images Load the test images preprocess them if necessary and use the trained model to make predictions

Step by Step Tutorials On Deep Learning Using Scikit-Learn, Keras, and Tensorflow with Python GUI

Vivian Siahaan, Rismon Hasiholan Sianipar, 2023-06-18 In this book you will learn how to use TensorFlow Keras Scikit Learn OpenCV Pandas NumPy and other libraries to implement deep learning on classifying fruits classifying cats dogs detecting furnitures and classifying fashion In Chapter 1 you will learn to create GUI applications to display line graph using PyQt You will also learn how to display image and its histogram In Chapter 2 you will learn how to use TensorFlow Keras Scikit Learn OpenCV Pandas NumPy and other libraries to perform classifying fruits using Fruits 360 dataset provided by Kaggle <https://www.kaggle.com/moltean/fruits> code using Transfer Learning and CNN models You will build a GUI application

for this purpose Here s the outline of the steps focusing on transfer learning

- 1 Dataset Preparation Download the Fruits 360 dataset from Kaggle Extract the dataset files and organize them into appropriate folders for training and testing Install the necessary libraries like TensorFlow Keras Scikit Learn OpenCV Pandas and NumPy Data Preprocessing Use OpenCV to read and load the fruit images from the dataset Resize the images to a consistent size to feed them into the neural network Convert the images to numerical arrays using NumPy Normalize the image pixel values to a range between 0 and 1 Split the dataset into training and testing sets using Scikit Learn
- 3 Building the Model with Transfer Learning Import the required modules from TensorFlow and Keras Load a pre trained model e g VGG16 ResNet50 InceptionV3 without the top fully connected layers Freeze the weights of the pre trained layers to prevent them from being updated during training Add your own fully connected layers on top of the pre trained layers Compile the model by specifying the loss function optimizer and evaluation metrics
- 4 Model Training Use the prepared training data to train the model Specify the number of epochs and batch size for training Monitor the training process for accuracy and loss using callbacks
- 5 Model Evaluation Evaluate the trained model on the test dataset using Scikit Learn Calculate accuracy precision recall and F1 score for the classification results
- 6 Predictions Load and preprocess new fruit images for prediction using the same steps as in data preprocessing Use the trained model to predict the class labels of the new images

In Chapter 3 you will learn how to use TensorFlow Keras Scikit Learn OpenCV Pandas NumPy and other libraries to perform classifying cats dogs using dataset provided by Kaggle <https://www.kaggle.com/chetankv/dogs> cats images using Using CNN with Data Generator You will build a GUI application for this purpose The following steps are taken Set up your development environment Install the necessary libraries such as TensorFlow Keras Scikit Learn OpenCV Pandas NumPy and any other dependencies required for the tutorial Load and preprocess the dataset Use libraries like OpenCV and NumPy to load and preprocess the dataset Split the dataset into training and testing sets Design and train the classification model Use TensorFlow and Keras to design a convolutional neural network CNN model for image classification Define the architecture of the model compile it with an appropriate loss function and optimizer and train it using the training dataset Evaluate the model Evaluate the trained model using the testing dataset Calculate metrics such as accuracy precision recall and F1 score to assess the model s performance Make predictions Use the trained model to make predictions on new unseen images Preprocess the images feed them into the model and obtain the predicted class labels Visualize the results Use libraries like Matplotlib or OpenCV to visualize the results such as displaying sample images with their predicted labels plotting the training validation loss and accuracy curves and creating a confusion matrix

In Chapter 4 you will learn how to use TensorFlow Keras Scikit Learn OpenCV Pandas NumPy and other libraries to perform detecting furnitures using Furniture Detector dataset provided by Kaggle <https://www.kaggle.com/akkithetechie/furniture-detector> using VGG16 model You will build a GUI application for this purpose Here are the steps you can follow to perform furniture detection

Dataset Preparation Extract the dataset files and organize them into appropriate directories for

training and testing

Data Preprocessing

Load the dataset using Pandas to analyze and preprocess the data Explore the dataset to understand its structure features and labels Perform any necessary preprocessing steps like resizing images normalizing pixel values and splitting the data into training and testing sets

Feature Extraction and Representation

Use OpenCV or any image processing libraries to extract meaningful features from the images This might include techniques like edge detection color based features or texture analysis Convert the images and extracted features into a suitable representation for machine learning models This can be achieved using NumPy arrays or other formats compatible with the chosen libraries

Model Training

Define a deep learning model using TensorFlow and Keras for furniture detection You can choose pre trained models like VGG16 ResNet or custom architectures Compile the model with an appropriate loss function optimizer and evaluation metrics Train the model on the preprocessed dataset using the training set Adjust hyperparameters like batch size learning rate and number of epochs to improve performance

Model Evaluation

Evaluate the trained model using the testing set Calculate metrics such as accuracy precision recall and F1 score to assess the model s performance Analyze the results and identify areas for improvement

Model Deployment and Inference

Once satisfied with the model s performance save it to disk for future use Deploy the model to make predictions on new unseen images Use the trained model to perform furniture detection on images by applying it to the test set or new data

In Chapter 5 you will learn how to use TensorFlow Keras Scikit Learn OpenCV Pandas NumPy and other libraries to perform classifying fashion using Fashion MNIST dataset provided by Kaggle <https://www.kaggle.com/zalando-research/fashionmnist> code using CNN model You will build a GUI application for this purpose Here are the general steps to implement image classification using the Fashion MNIST dataset

Import the necessary libraries

Import the required libraries such as TensorFlow Keras NumPy Pandas and Matplotlib for handling the dataset building the model and visualizing the results

Load and preprocess the dataset

Load the Fashion MNIST dataset which consists of images of clothing items Split the dataset into training and testing sets Preprocess the images by scaling the pixel values to a range of 0 to 1 and converting the labels to categorical format Define the model architecture Create a convolutional neural network CNN model using Keras The CNN consists of convolutional layers pooling layers and fully connected layers Choose the appropriate architecture based on the complexity of the dataset Compile the model Specify the loss function optimizer and evaluation metric for the model Common choices include categorical cross entropy for multi class classification and Adam optimizer Train the model Fit the model to the training data using the fit function Specify the number of epochs iterations and batch size Monitor the training progress by tracking the loss and accuracy Evaluate the model Evaluate the trained model using the test dataset Calculate the accuracy and other performance metrics to assess the model s performance Make predictions Use the trained model to make predictions on new unseen images Load the test images preprocess them and pass them through the model to obtain class probabilities or predictions Visualize the results Visualize the training progress by plotting the loss and accuracy curves Additionally you can visualize

the predictions and compare them with the true labels to gain insights into the model's performance

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