

Coding All In One For Dummies For Dummies Computers

Categorical variable

the coding system dictate the comparison being made (i.e., against a control group as in dummy coding, or against all groups as in effects coding) one can

In statistics, a categorical variable (also called qualitative variable) is a variable that can take on one of a limited, and usually fixed, number of possible values, assigning each individual or other unit of observation to a particular group or nominal category on the basis of some qualitative property. In computer science and some branches of mathematics, categorical variables are referred to as enumerations or enumerated types. Commonly (though not in this article), each of the possible values of a categorical variable is referred to as a level. The probability distribution associated with a random categorical variable is called a categorical distribution.

Categorical data is the statistical data type consisting of categorical variables or of data that has been converted into that form...

One-hot

and all the others low (0). A similar implementation in which all bits are '1' except one '0' is sometimes called one-cold. In statistics, dummy variables

In digital circuits and machine learning, a one-hot is a group of bits among which the legal combinations of values are only those with a single high (1) bit and all the others low (0). A similar implementation in which all bits are '1' except one '0' is sometimes called one-cold. In statistics, dummy variables represent a similar technique for representing categorical data.

Skeleton (computer programming)

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pseudocode, but allow parsing, compilation and testing of the code. Dummy code is inserted in a program skeleton to simulate processing and avoid compilation error messages. It may involve empty function declarations, or functions that return a correct result only for a simple test case where the expected response of the code is known.

Skeleton programming facilitates a top-down design approach, where a partially functional system with complete high-level structures is designed and coded, and this system is then progressively expanded to fulfill the requirements of the project. Program skeletons are also sometimes used for high-level descriptions...

Computer programming

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Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks. It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages. Programmers typically use high-level programming languages that are more easily intelligible to humans than machine code, which is directly executed by the central processing unit. Proficient programming usually requires expertise in several different subjects, including knowledge of the application domain, details of programming languages and generic code libraries, specialized algorithms, and formal logic.

Auxiliary tasks accompanying and related to programming include analyzing requirements, testing, debugging...

Automatic programming

Generative Programming: Methods, Tools, and Applications by Krzysztof Czarnecki and Ulrich W. Eisenecker, Addison Wesley, 2000. Code Generation for Dummies

In computer science, automatic programming is a type of computer programming in which some mechanism generates a computer program, to allow human programmers to write the code at a higher abstraction level.

There has been little agreement on the precise definition of automatic programming, mostly because its meaning has changed over time. David Parnas, tracing the history of "automatic programming" in published research, noted that in the 1940s it described automation of the manual process of punching paper tape. Later it referred to translation of high-level programming languages like Fortran and ALGOL. In fact, one of the earliest programs identifiable as a compiler was called Autocode. Parnas concluded that "automatic programming has always been a

euphemism for programming in a higher-level...

John R. Levine

Internet For Dummies (with Carol Baroudi and Margaret Levine Young), UNIX For Dummies (with Margaret Levine Young), Fighting Spam for Dummies (with Margaret

John R. Levine is an Internet author and consultant specializing in email infrastructure, spam filtering, and software patents.

He chaired the Anti-Spam Research Group (ASRG) of the Internet Research Task Force (IRTF), is president of CAUCE (the Coalition Against Unsolicited Commercial Email), is a member of the ICANN (Internet Corporation For Assigned Names and Numbers) Stability and Security Advisory Committee, and runs Taughannock Networks. He has co-authored many books, including *The Internet For Dummies* (with Carol Baroudi and Margaret Levine Young), *UNIX For Dummies* (with Margaret Levine Young), *Fighting Spam for Dummies* (with Margaret Levine Young, Ray Everett-Church), *qmail* (O'Reilly), and *flex & bison* (O'Reilly). He was also the mayor of the village of Trumansburg, New York, United...

Jim Keogh (technology writer)

For Dummies books. Keogh introduced PC programming across the US in his Popular Electronics magazine column in 1982, four years after Apple Computer started

Jim Keogh is an American technology writer. He is the author of more than 84 books including five ...For Dummies books. Keogh introduced PC programming across the US in his Popular Electronics magazine column in 1982, four years after Apple Computer started in a garage. He developed the Electronic Commerce Track at Columbia University and was a team member who built one of the first Windows applications by a Wall Street firm that was featured by Bill Gates in 1986 on Windows on Wall Street. Keogh wrote one of the first books that showed how to solve the Year 2000 problem. He is the former educational columnist for The Record, New Jersey's second-largest daily newspaper. He has appeared on CNN, FOX, GoodDay New York, NBC Weekend Today in New York, and ABC World Wide Business Report. Keogh is...

WANK (computer worm)

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Tandem Computers

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Tandem Computers, Inc. was the dominant manufacturer of fault-tolerant computer systems for ATM networks, banks, stock exchanges, telephone switching centers, 911 systems, and other similar commercial transaction processing applications requiring maximum uptime and no data loss. The company was founded by Jimmy Treybig in 1974 in Cupertino, California. It remained independent until 1997, when it became a server division within Compaq. It is now a server division within Hewlett Packard Enterprise, following Hewlett-Packard's acquisition of Compaq and the split of Hewlett-Packard into HP Inc. and Hewlett Packard Enterprise.

Tandem's NonStop systems use a number of independent identical processors, redundant storage devices, and redundant controllers to provide automatic high-speed "failover"...

Contract bridge

Rules of All the Basic Games and Popular Variations. Garden City, NY: Dolphin Books. ISBN 978-0385076807. Kantar, Eddie (2012). Bridge for Dummies (3rd ed

Contract bridge, or simply bridge, is a trick-taking card game using a standard 52-card deck. In its basic format, it is played by four players in two competing partnerships, with partners sitting opposite each other around a table. Millions of people play bridge worldwide in clubs, tournaments, online and with friends at home, making it one of the world's most popular card games, particularly among seniors. The World Bridge Federation (WBF) is the governing body for international competitive bridge, with numerous other bodies governing it at the regional level.

The game consists of a number of deals, each progressing through four phases. The cards are dealt to the players; then the players call (or bid) in an auction seeking to take the contract, specifying how many tricks the partnership...

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