

Chapter 1



16.21

TUE, JANUARY 8

Charging, 59%

Roboto Thin

Roboto Medium

Roboto Light

Roboto Bold

Roboto Normal

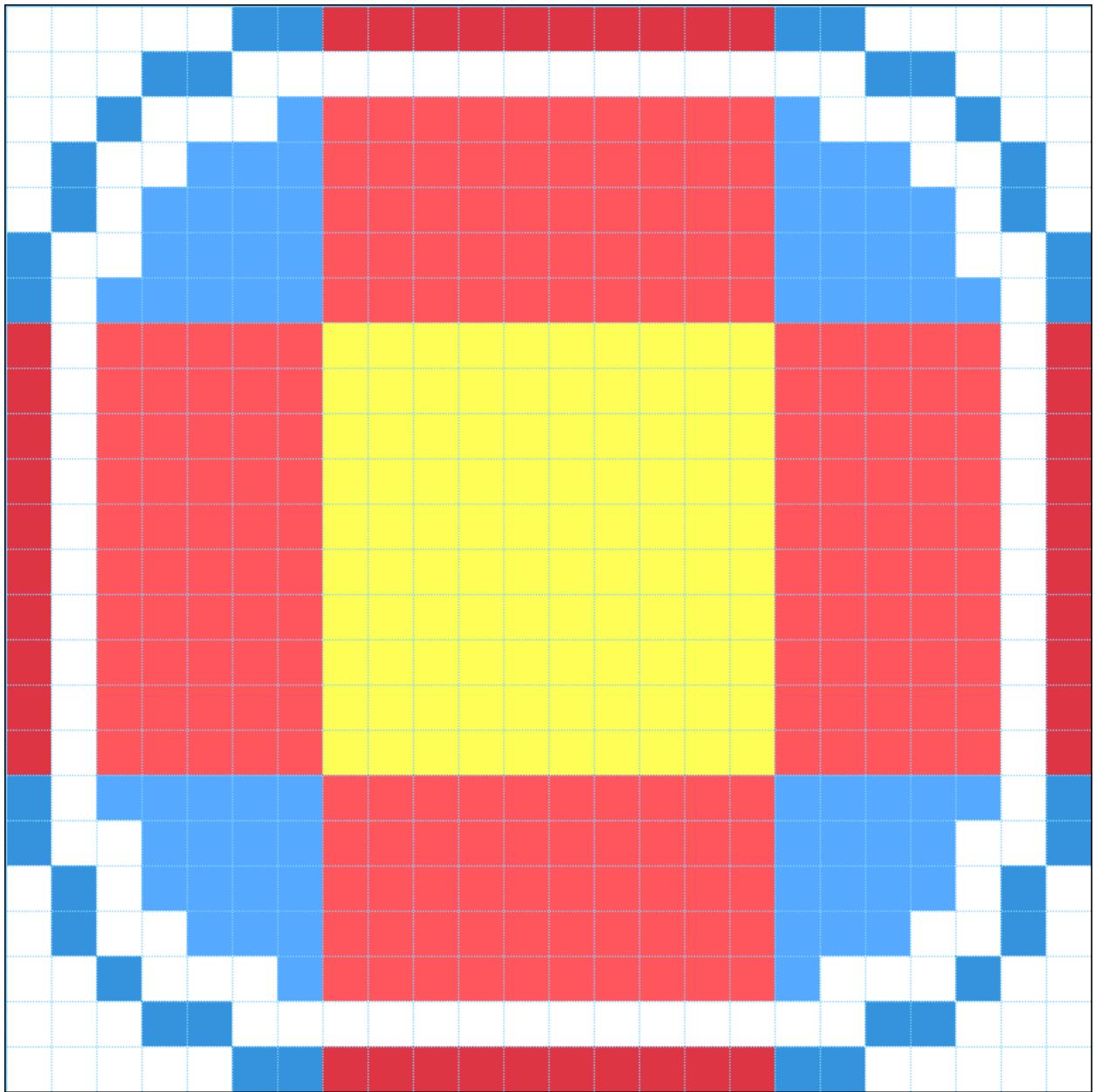
Roboto Ultra-Bold

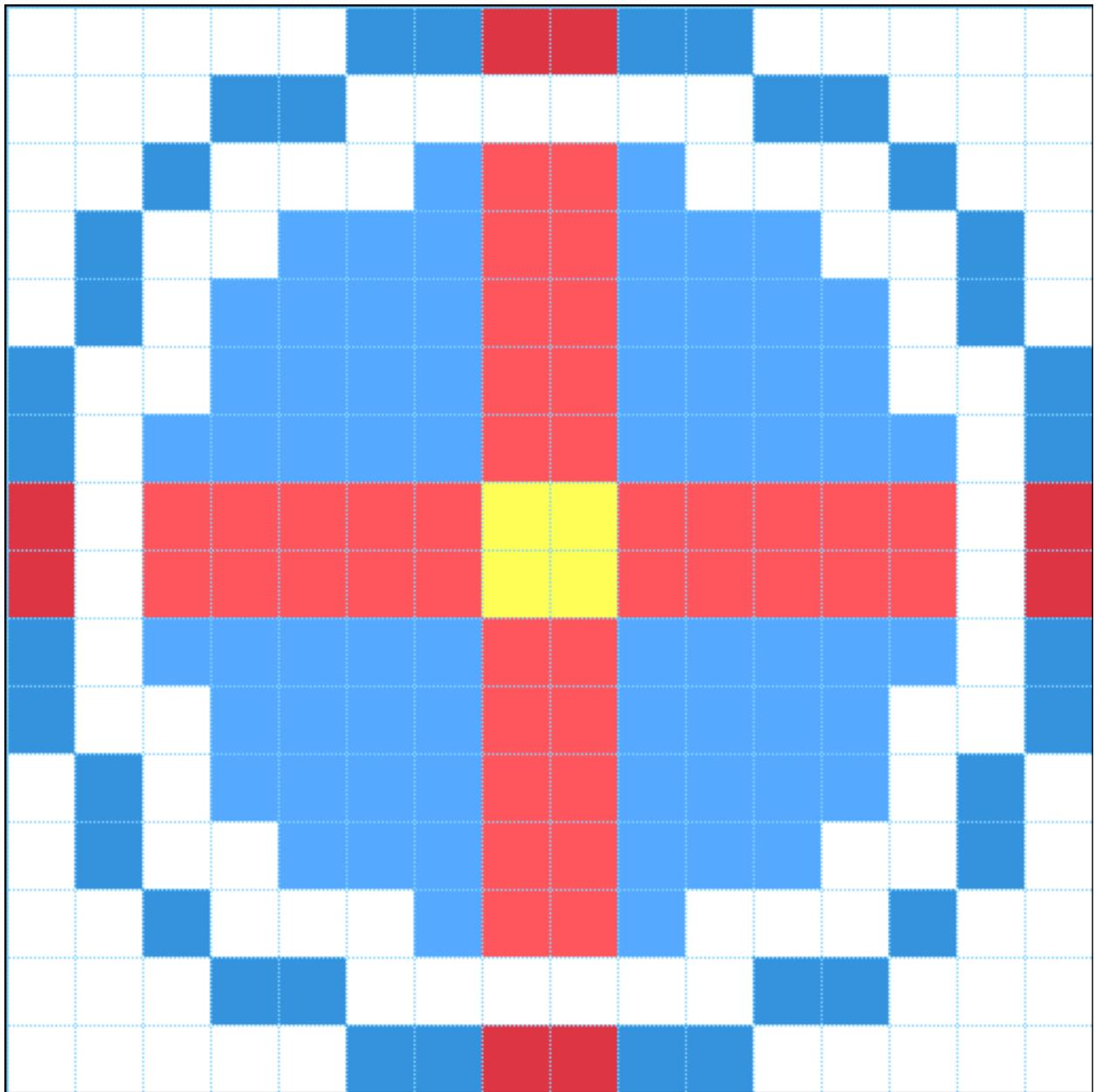
07:40:48

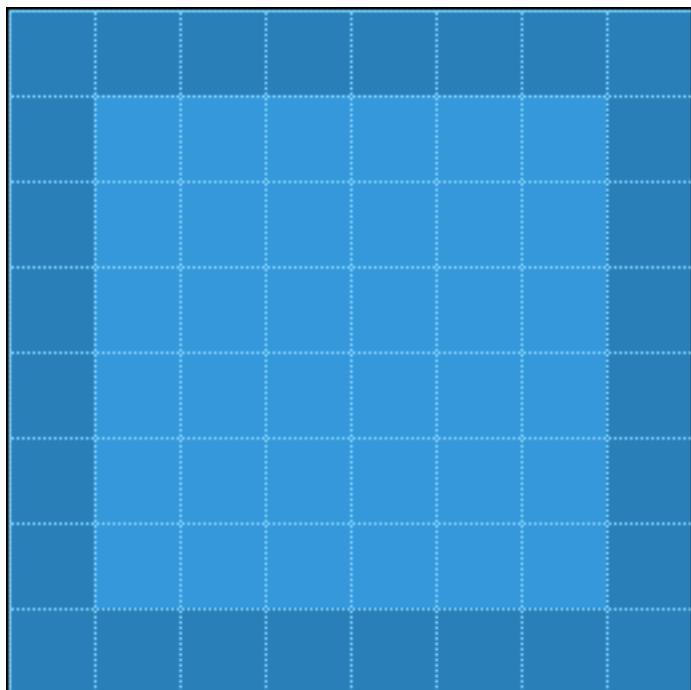
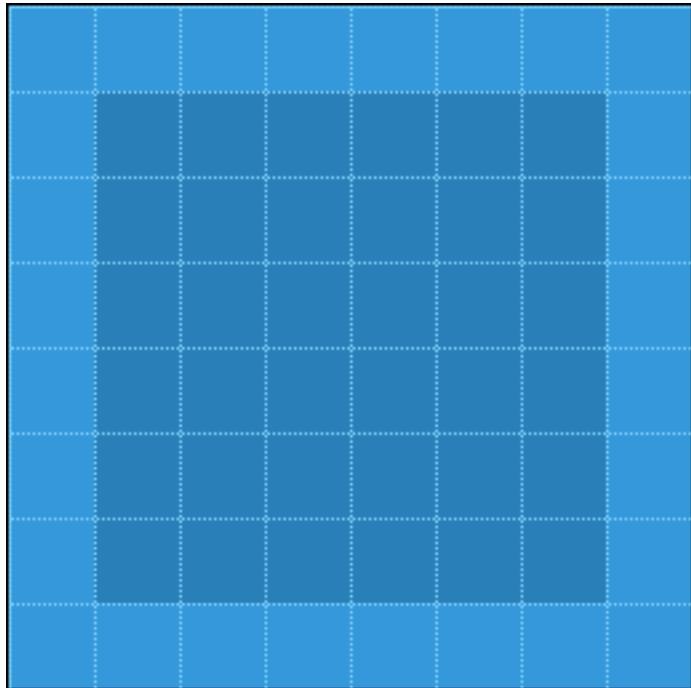
Start

Reset

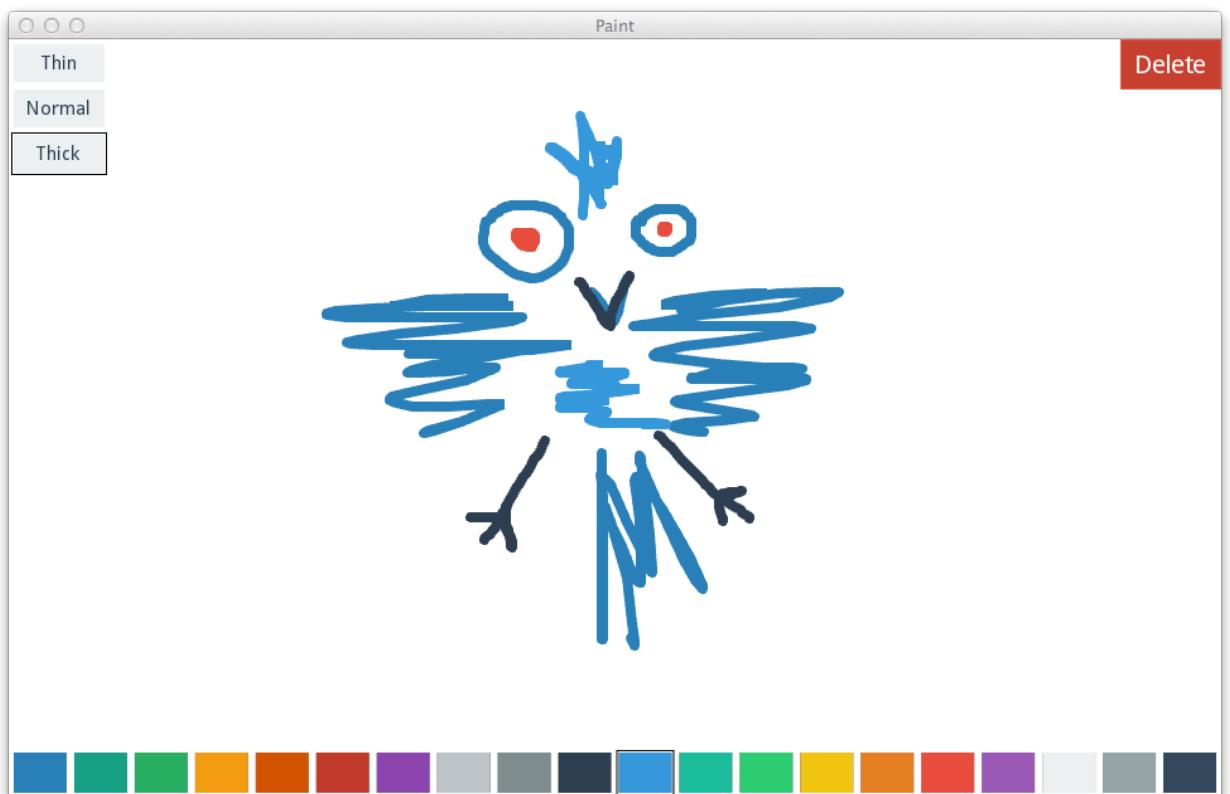
00:02.33

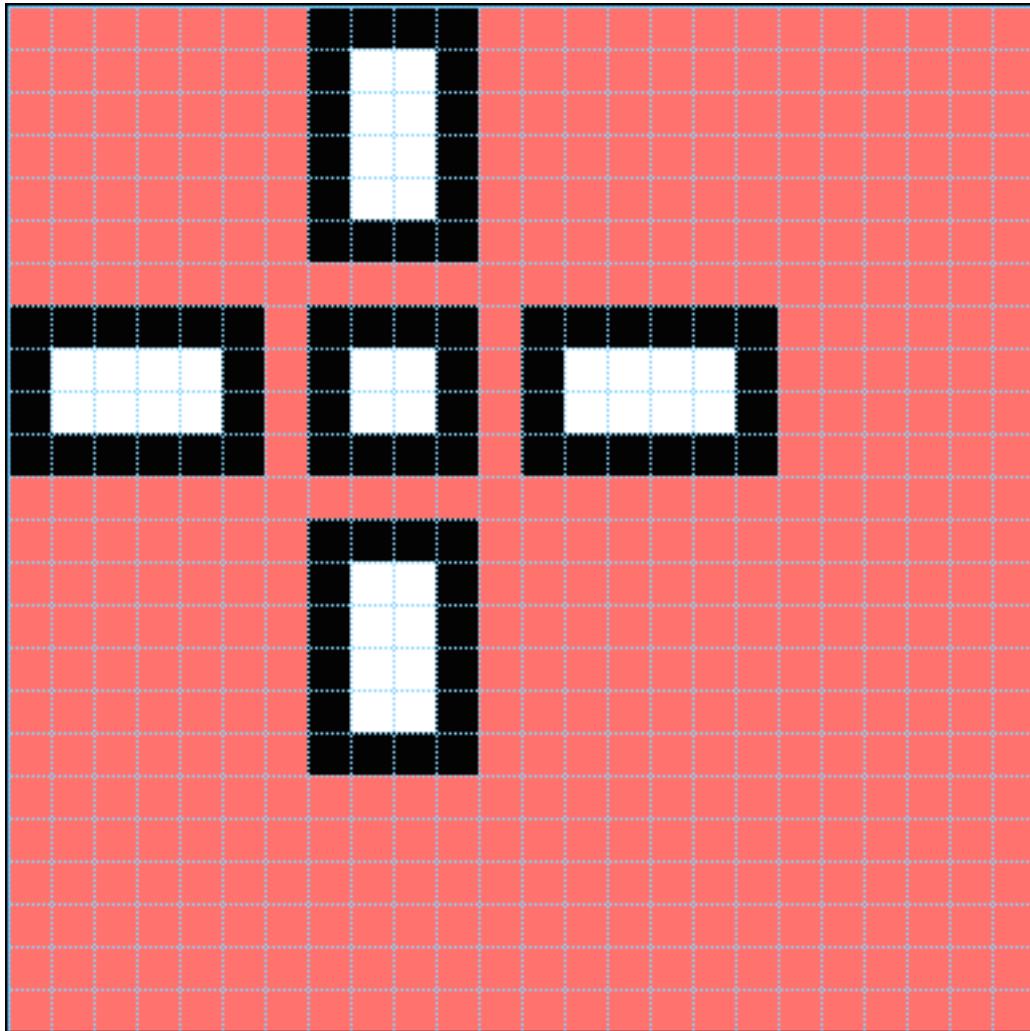






Chapter 2



**Kivy**

Uses Pygame to control window lifecycle.
Has no concept of mouse cursor.

Pygame

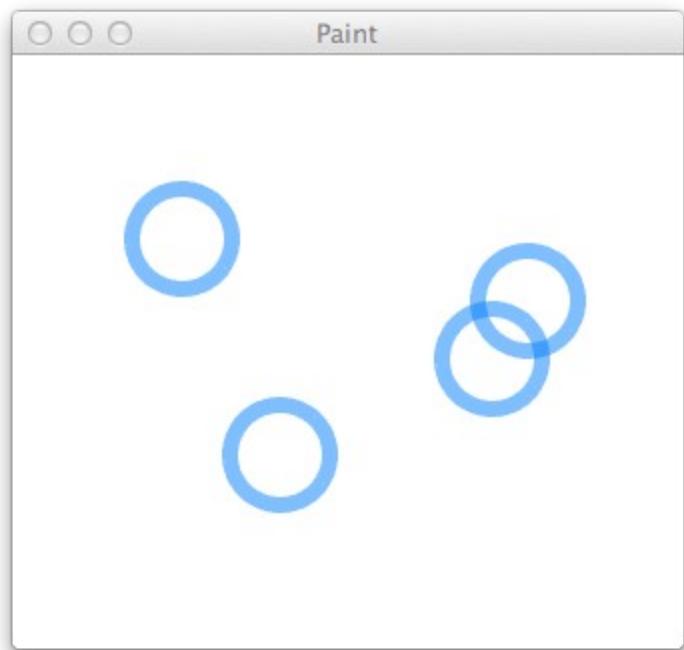
Provides a Python API to SDL.
Can control mouse cursor.

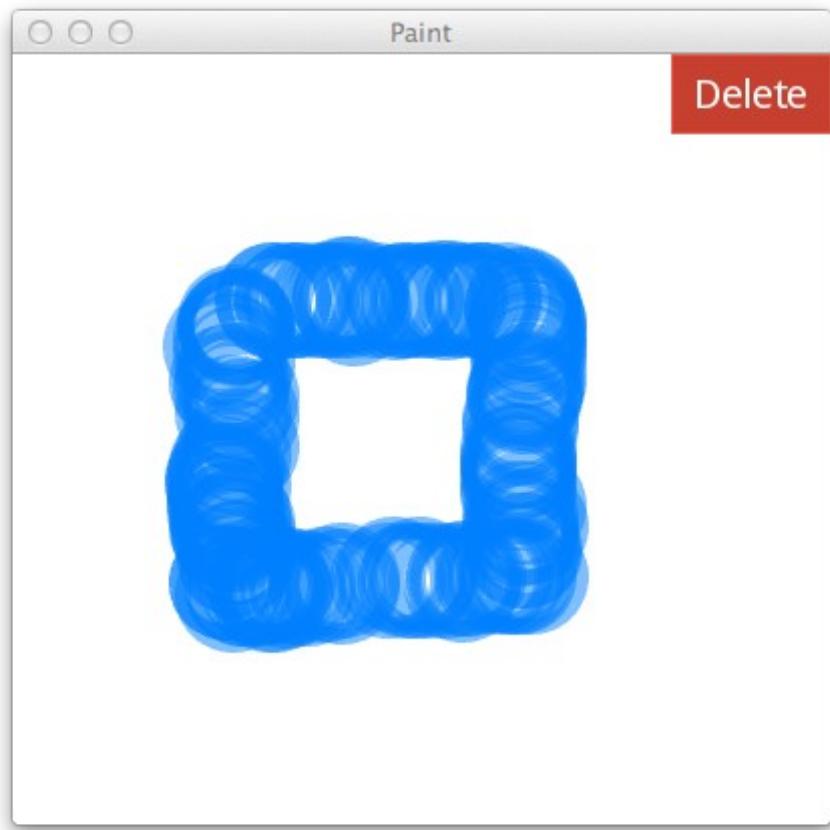
SDL

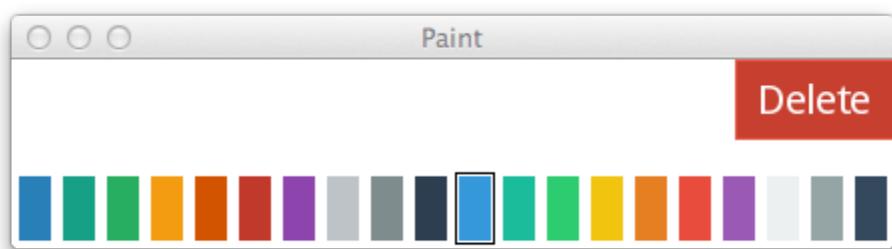
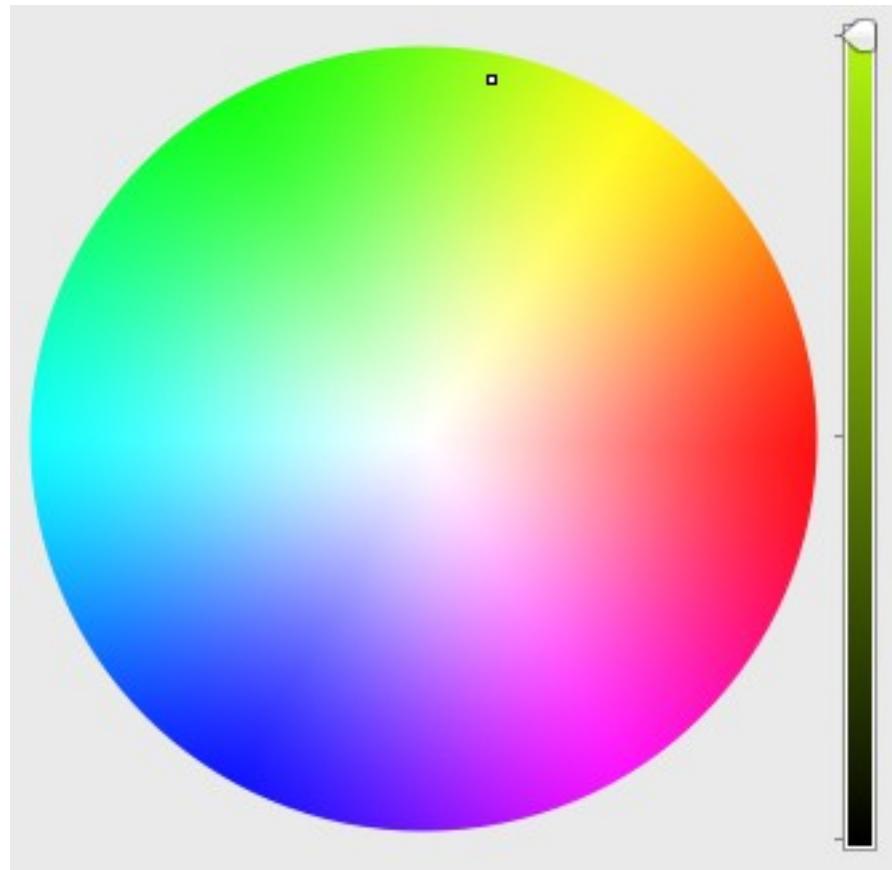
This is a unified API on top of
different operating systems.

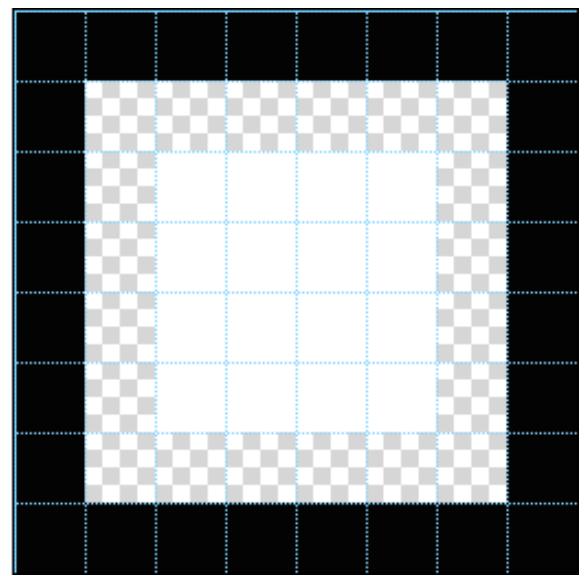
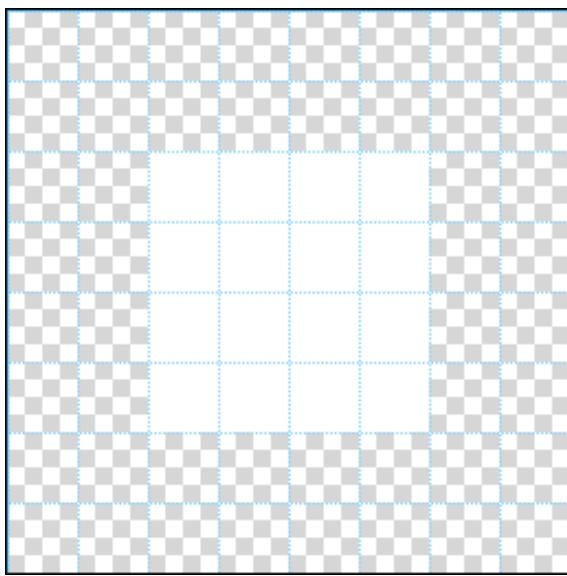
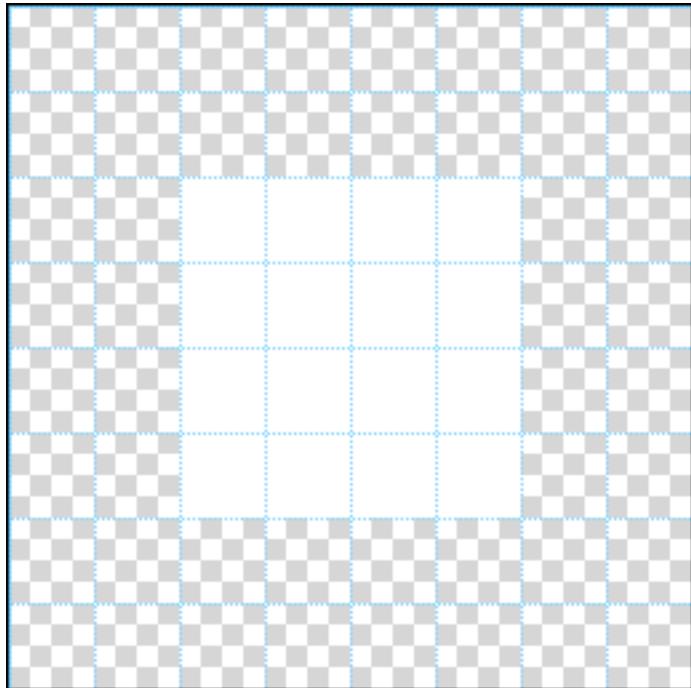
OS

Provides low-level API to
practically everything.





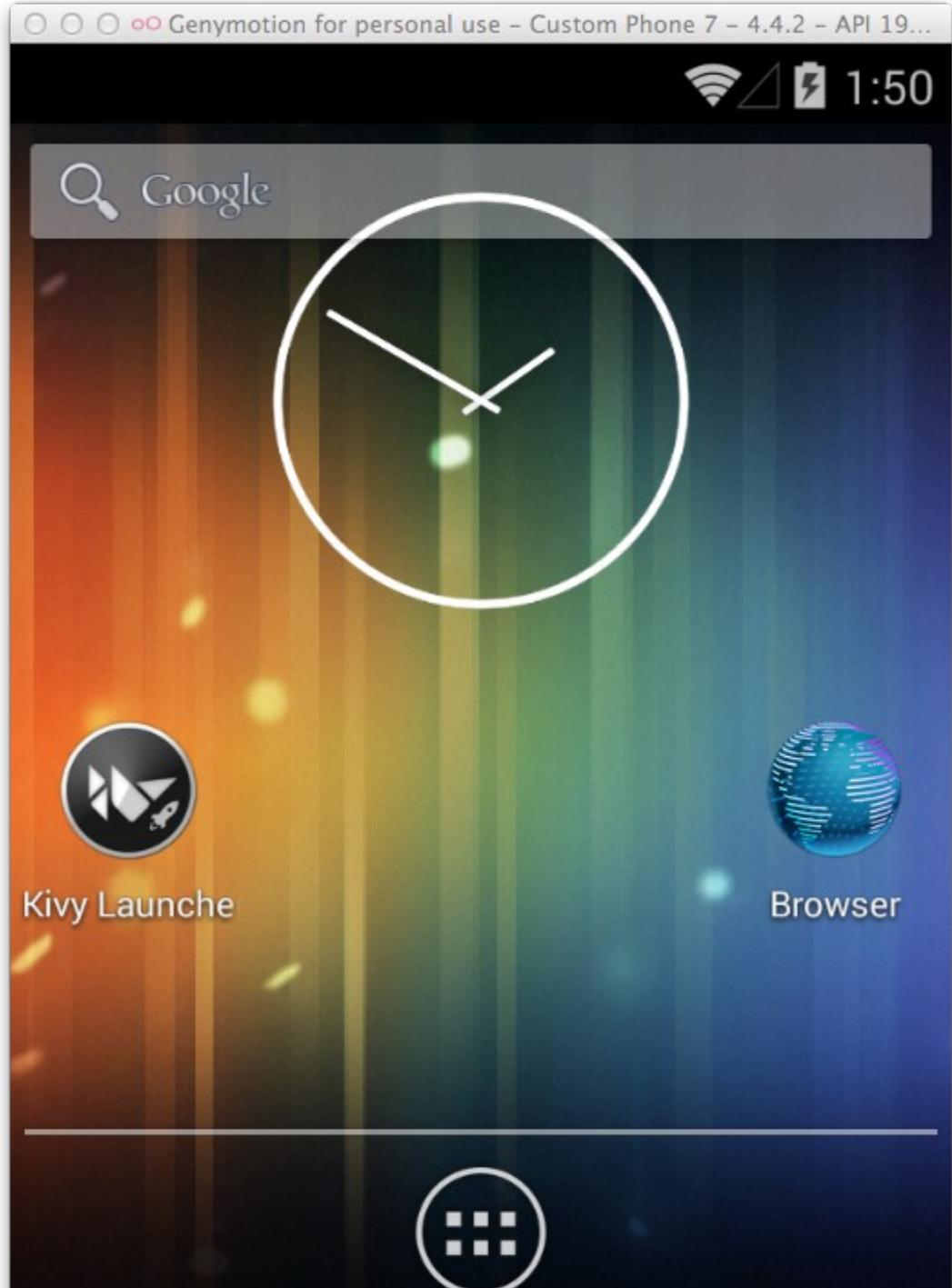




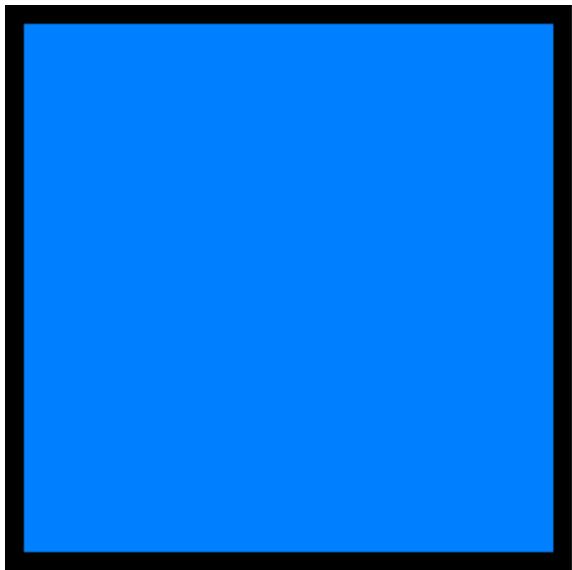


Chapter 3



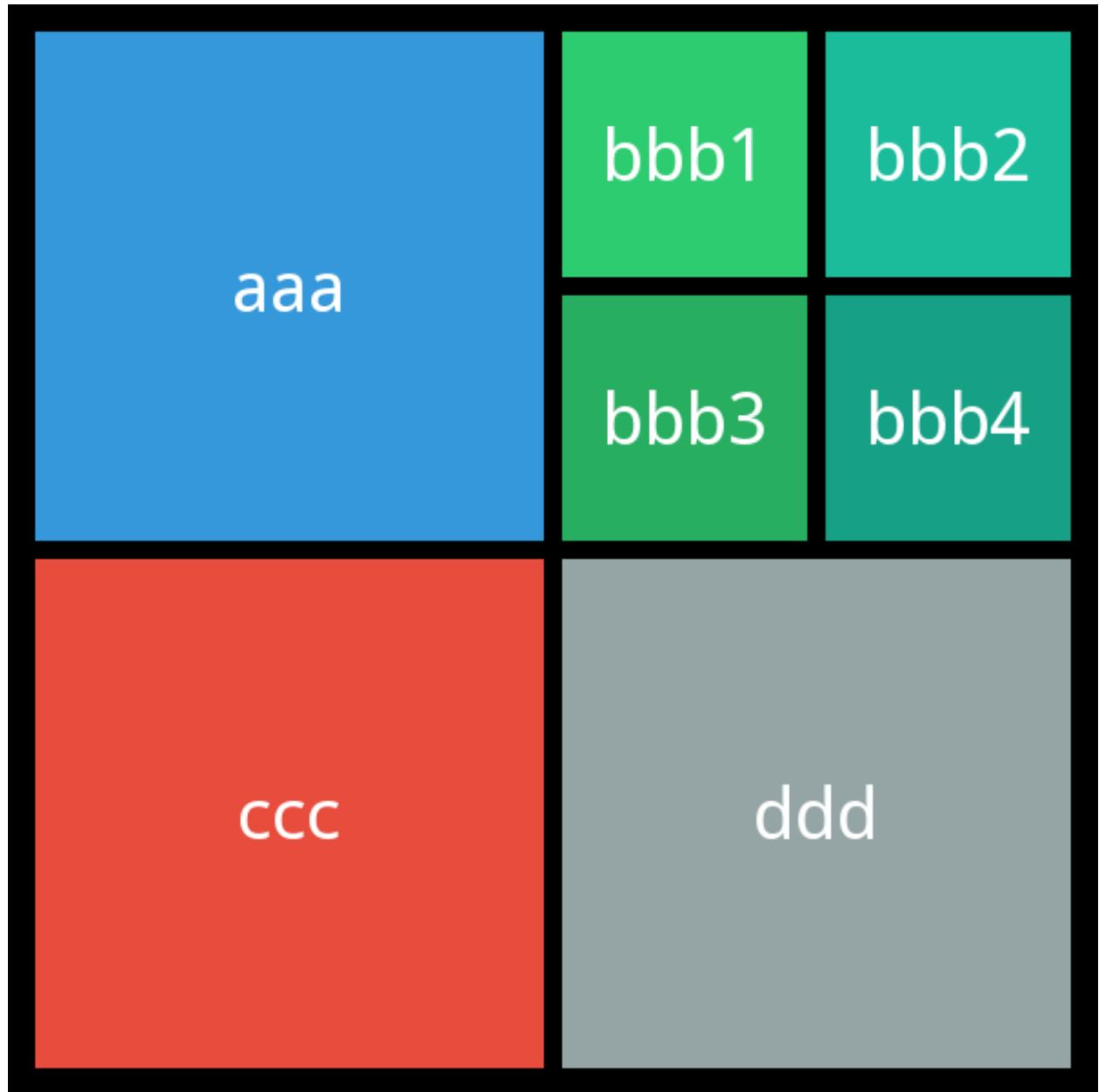








row height = $0.5 \times (\text{screen width} - \text{all padding and spacing})$







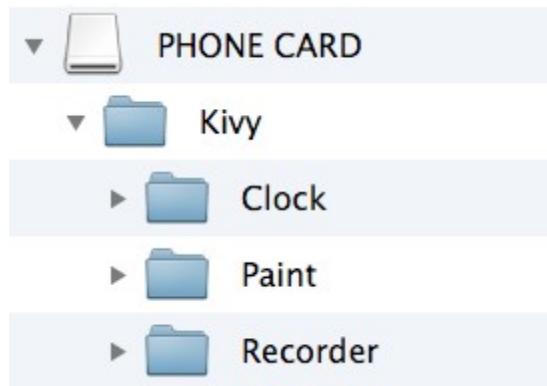
New recording



Playback



Delete

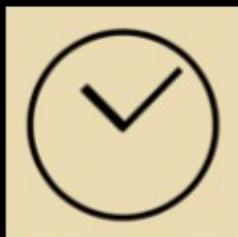




11:24

Kivy Launcher

Please choose a project:



Clock app

Mark Vasilkov



Paint app

Mark Vasilkov



Sound recorder

Mark Vasilkov



Begin recording



End recording



End recording



Chapter 4

```
transports = set()

class Chat(protocol.Protocol):
    def dataReceived(self, data):
        transports.add(self.transport)

        if ':' not in data:
            return

        user, msg = data.split(':')

        for t in transports:
            if t is not self.transport:
                t.write('{} says: {}'.format(user, msg))

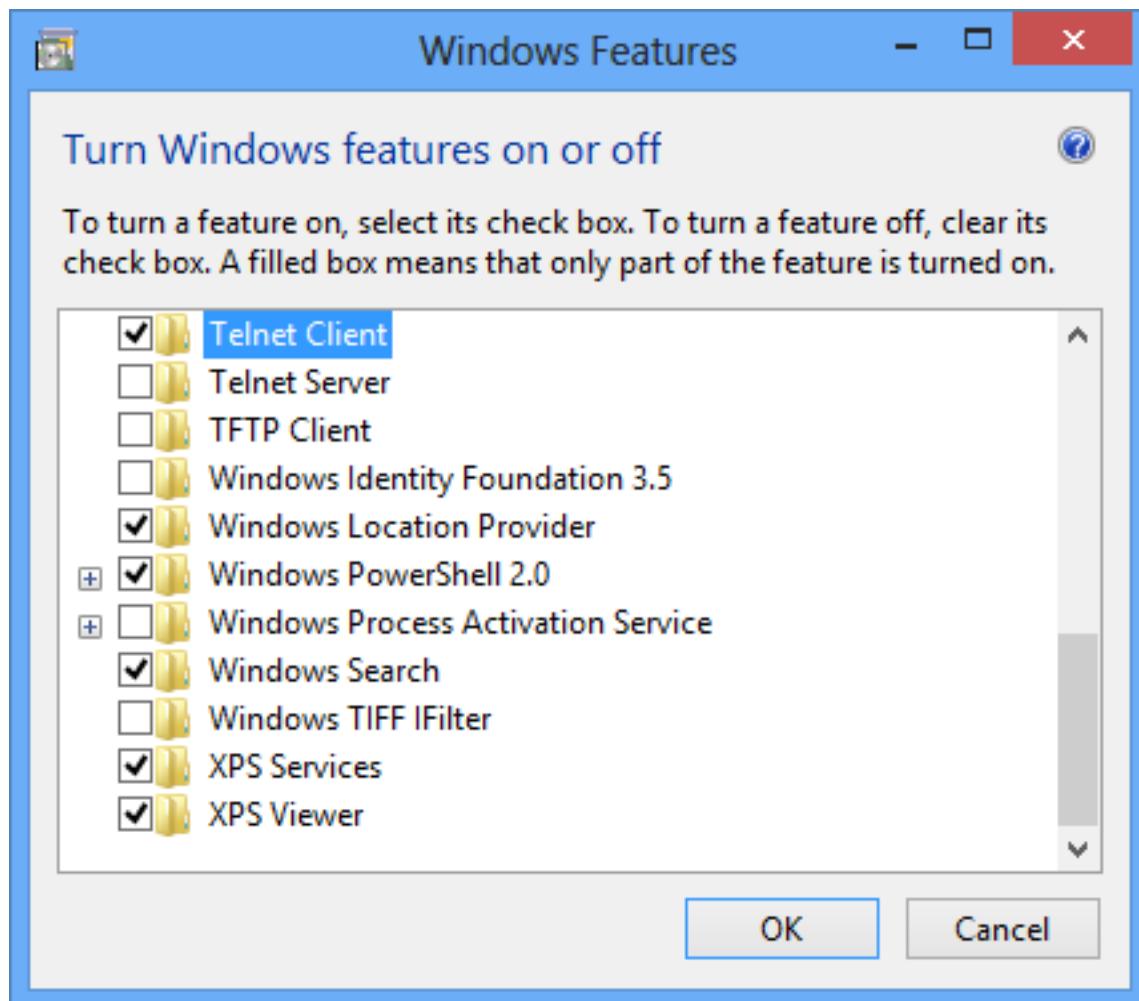
class ChatFactory(protocol.Factory):
    def buildProtocol(self, addr):
        return Chat()

reactor.listenTCP(9096, ChatFactory())
reactor.run()
(Chat)
```



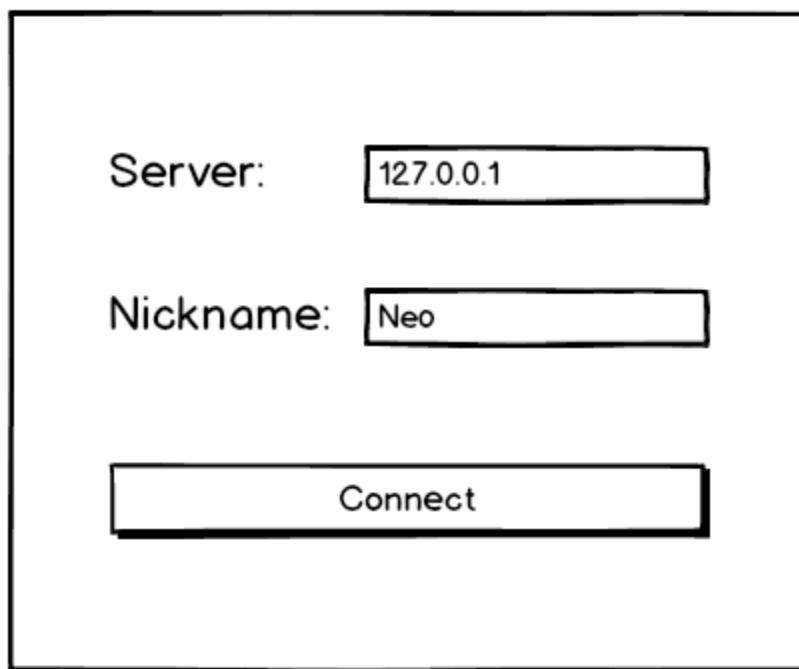
Programs and Features

[Uninstall a program](#) | [Turn Windows features on or off](#) | [View installed updates](#) |
[Run programs made for previous versions of Windows](#) | [How to install a program](#)



The image shows two side-by-side terminal windows. Both windows have a title bar labeled "Chat — telnet". The left window contains the following text:
(Chat) telnet 127.0.0.1 9096
Trying 127.0.0.1...
Connected to localhost.
Escape character is '^]'.
CONNECT
A:hello, world
B says: hi
—

The right window contains the following text:
(Chat) telnet 127.0.0.1 9096
Trying 127.0.0.1...
Connected to localhost.
Escape character is '^]'.
CONNECT
A says: hello, world
B:hi
—

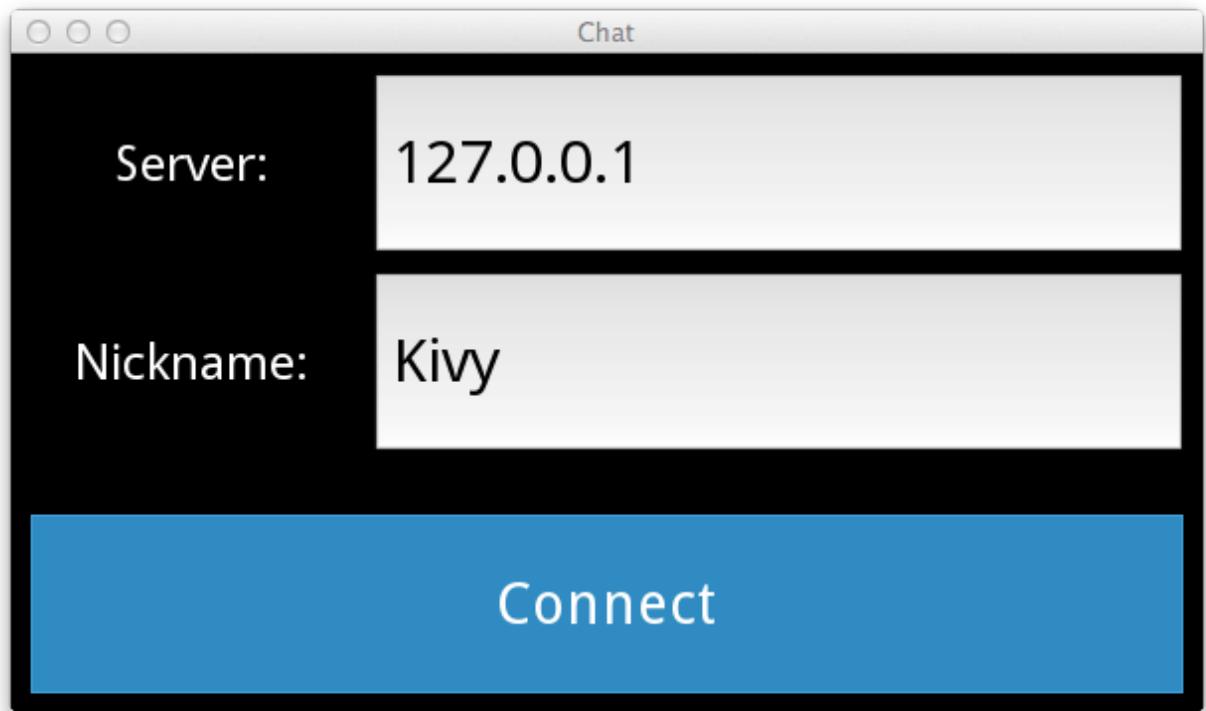


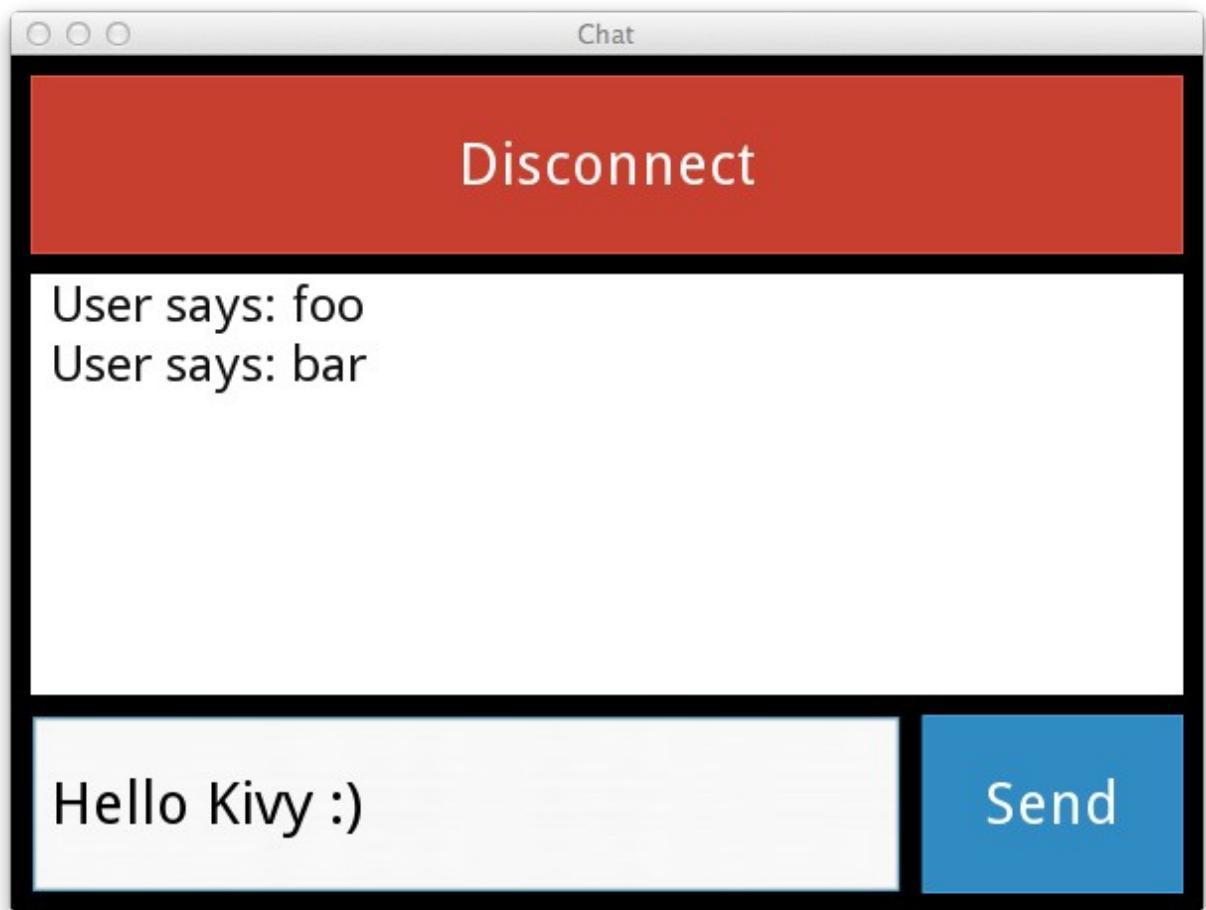
Disconnect from 127.0.0.1

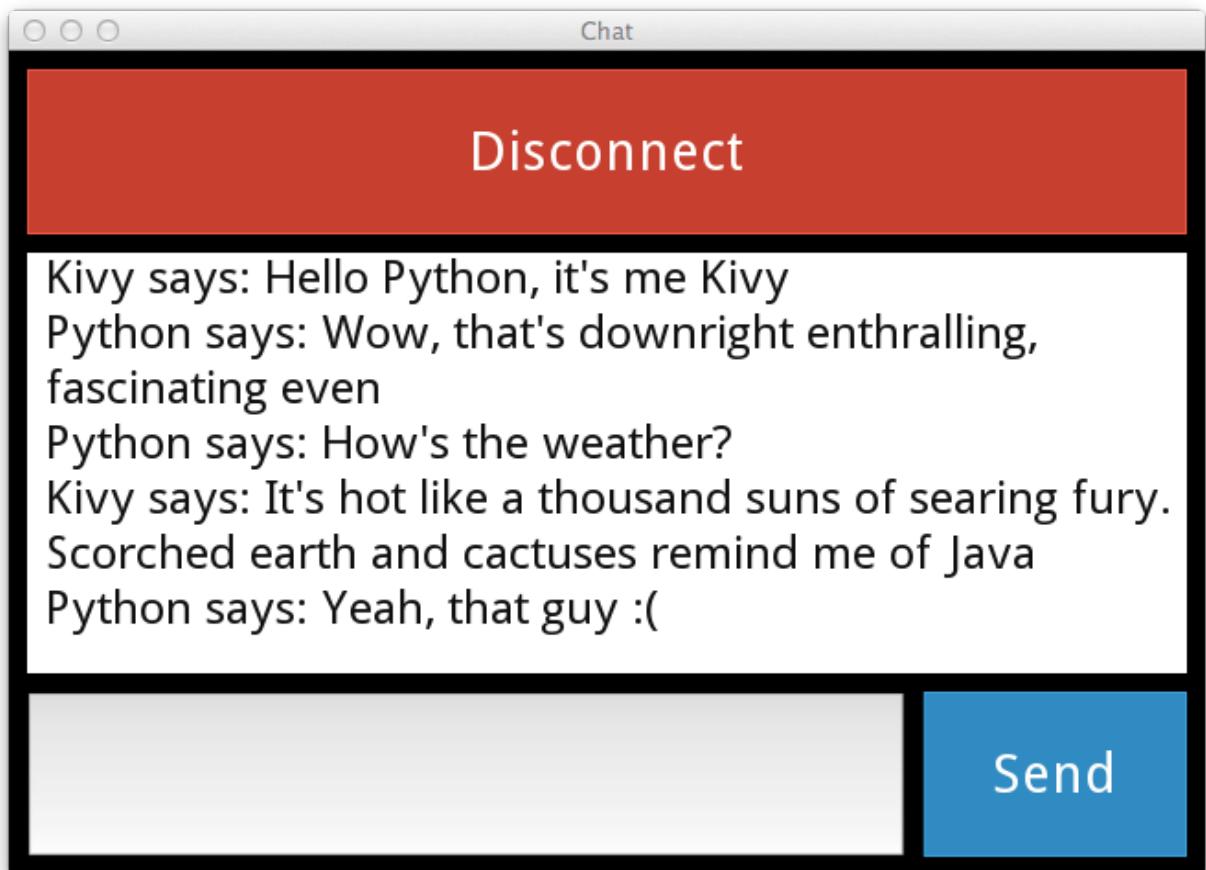
User1: Hello, world
User2: OH HAI ^_^
User1: Blabbity blah blah
User2: >_<

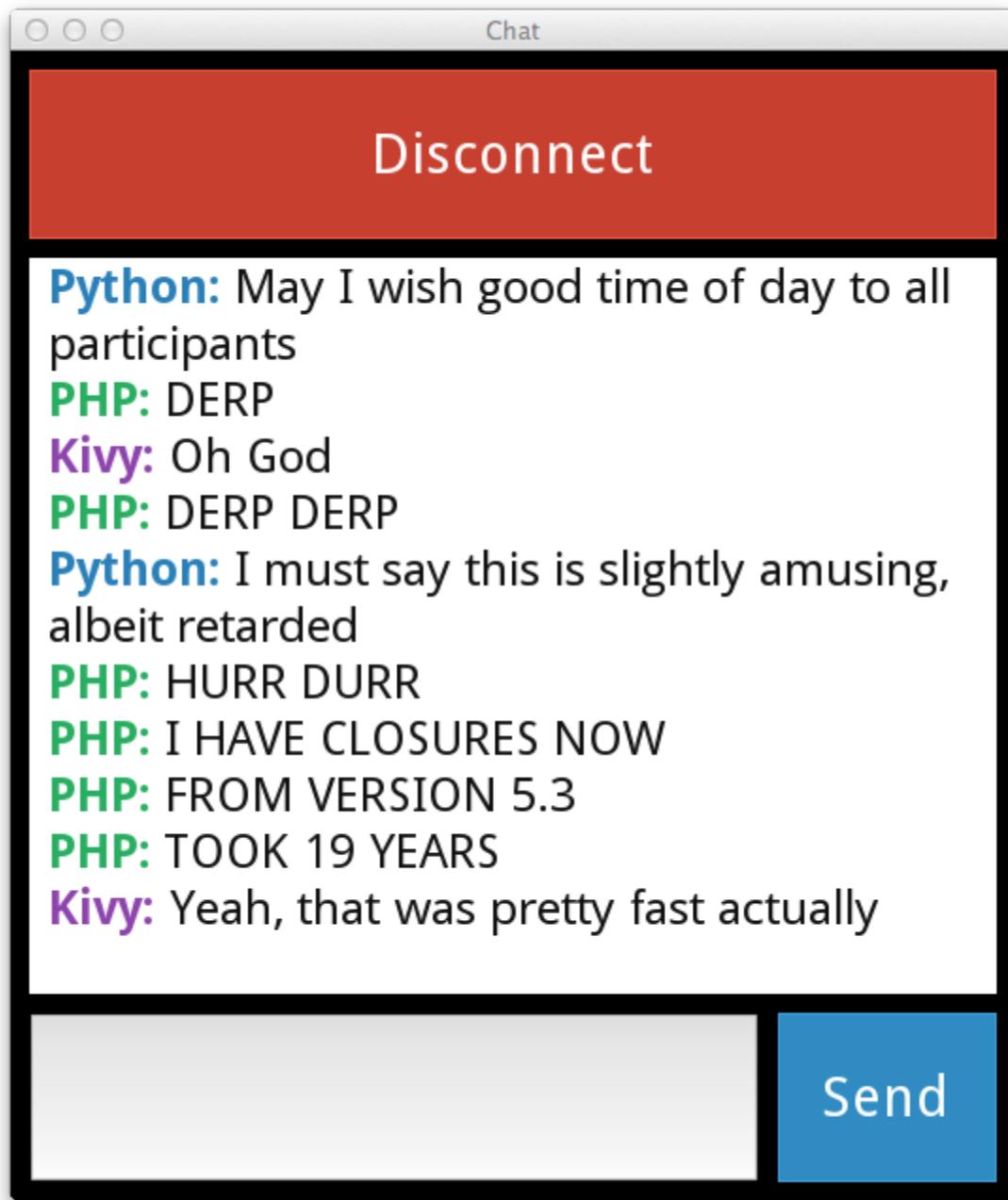
Enter message text here

Send

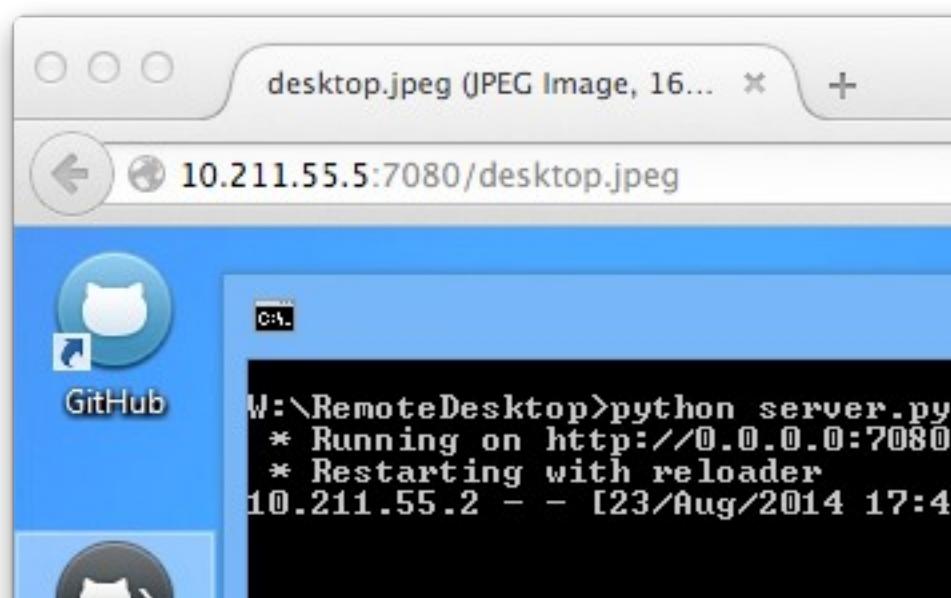
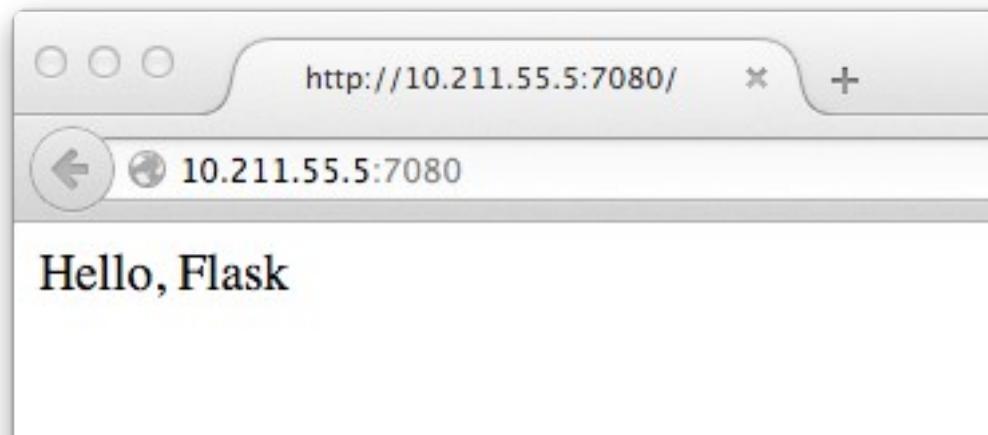


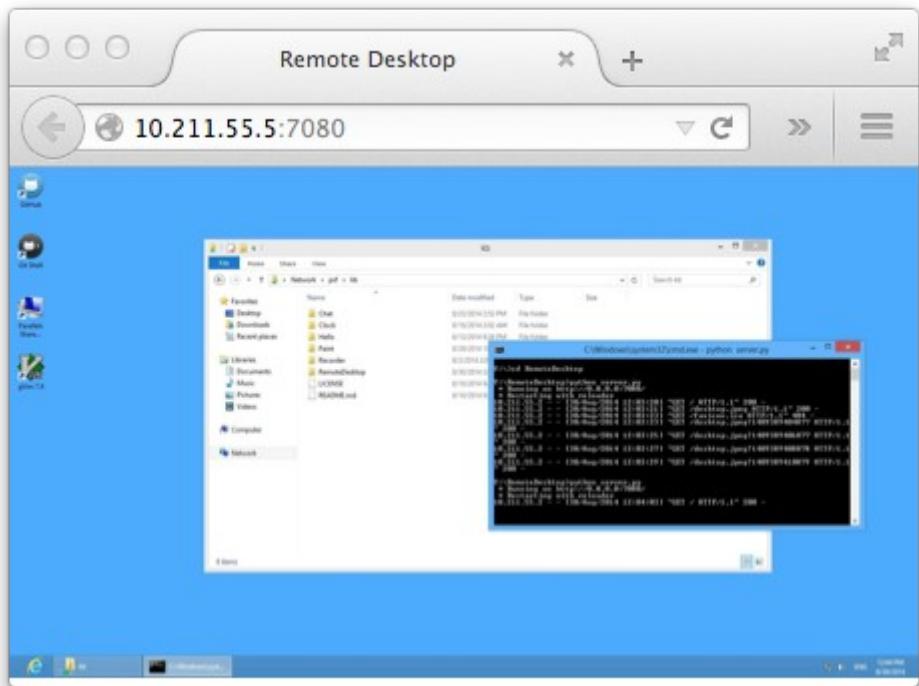






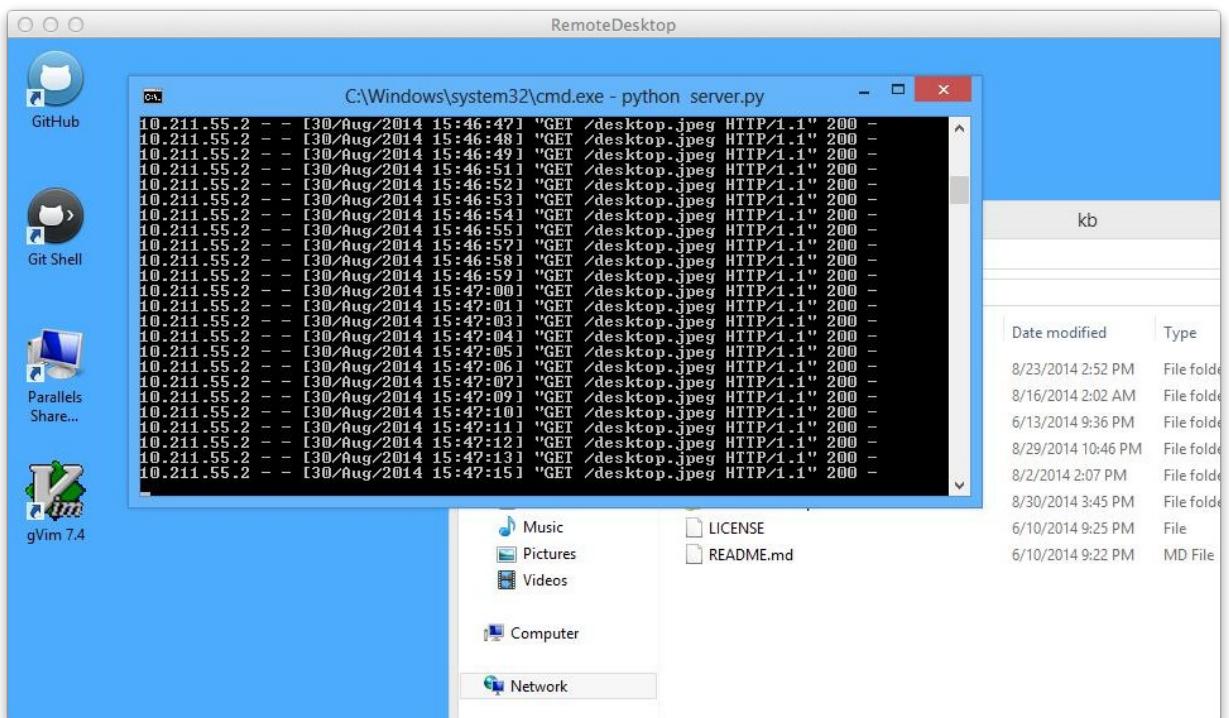
Chapter 5





$$x, y_{server} = \frac{width_{natural}}{width_{scaled}} \times x, y_{client}$$

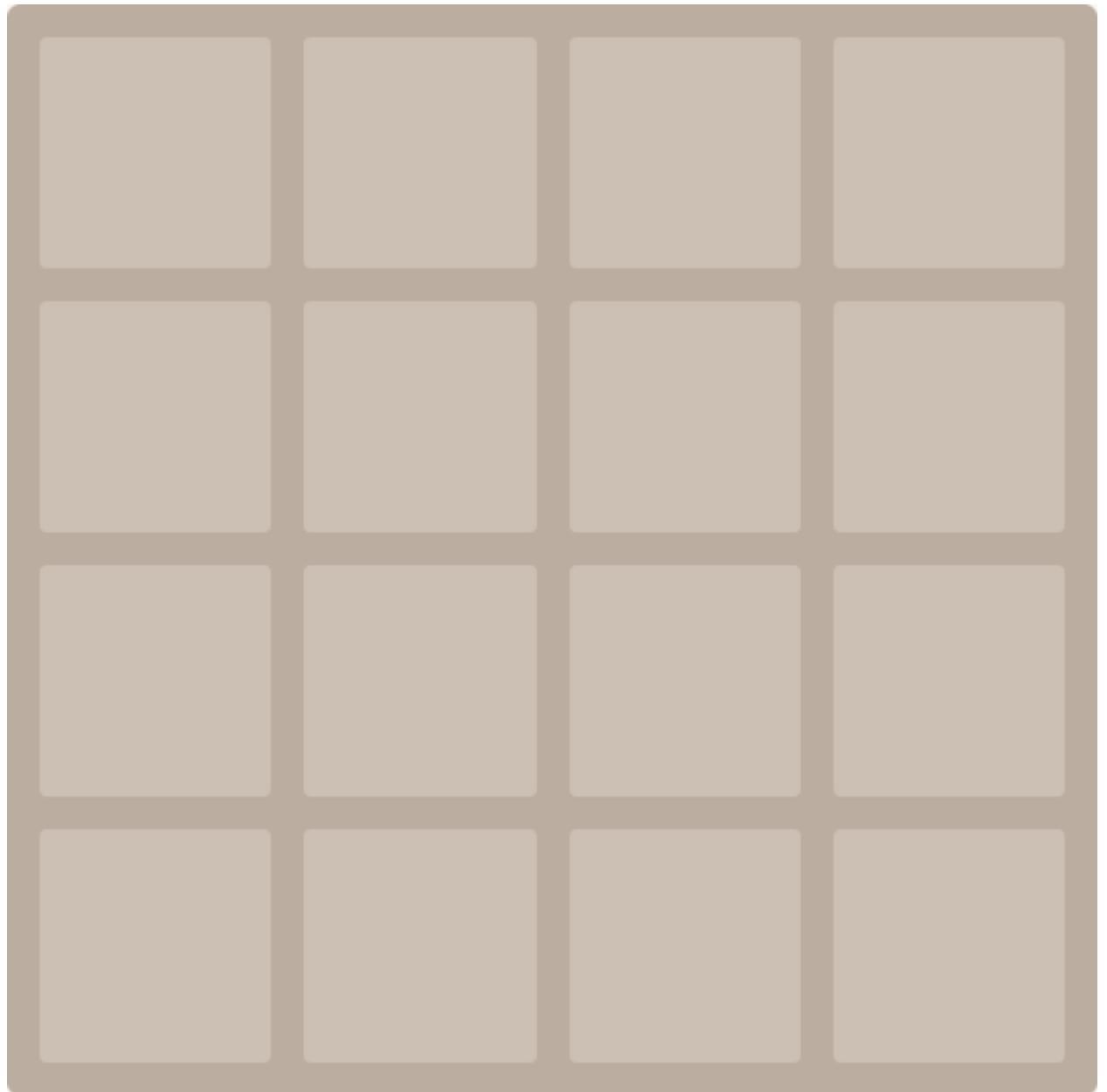


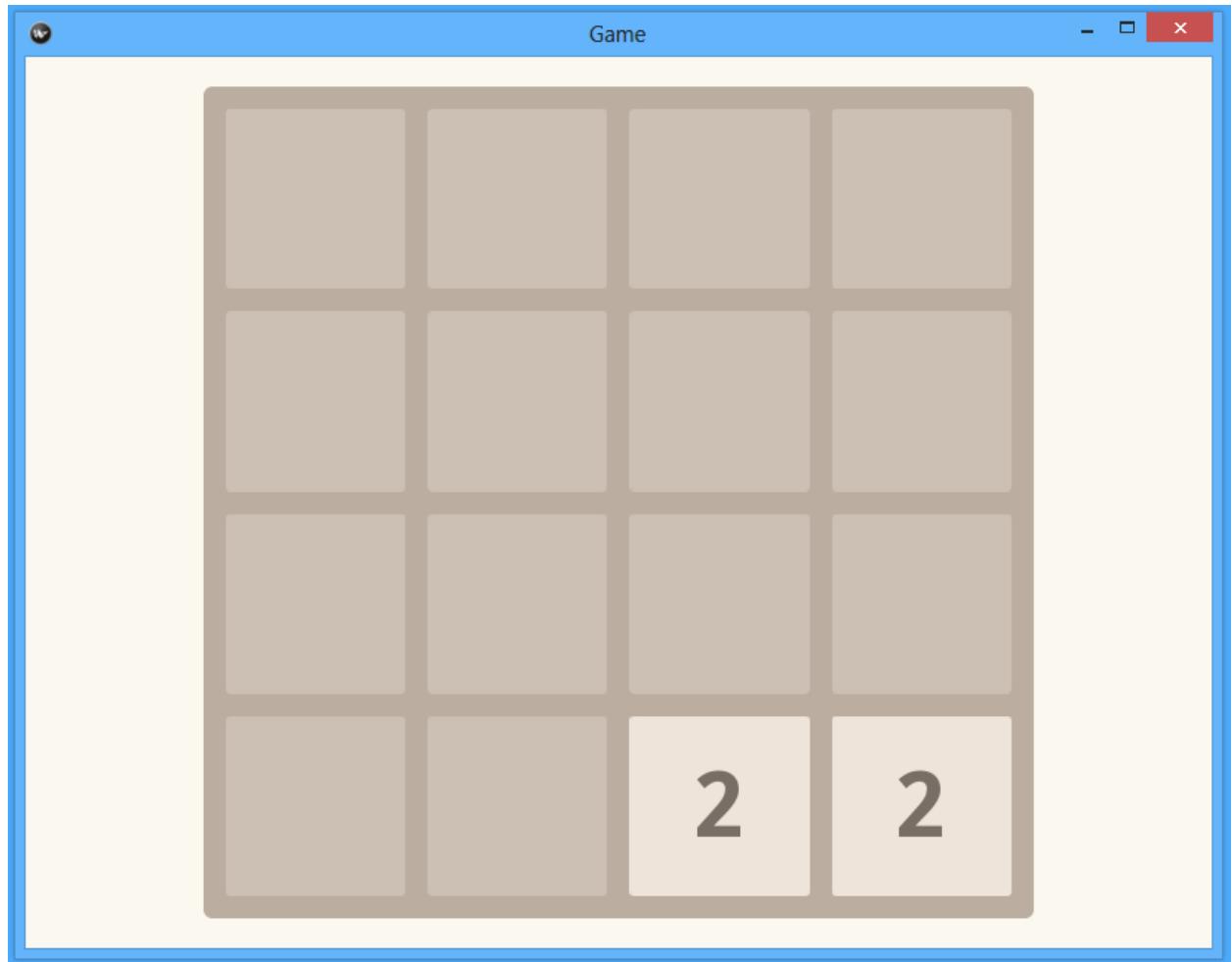


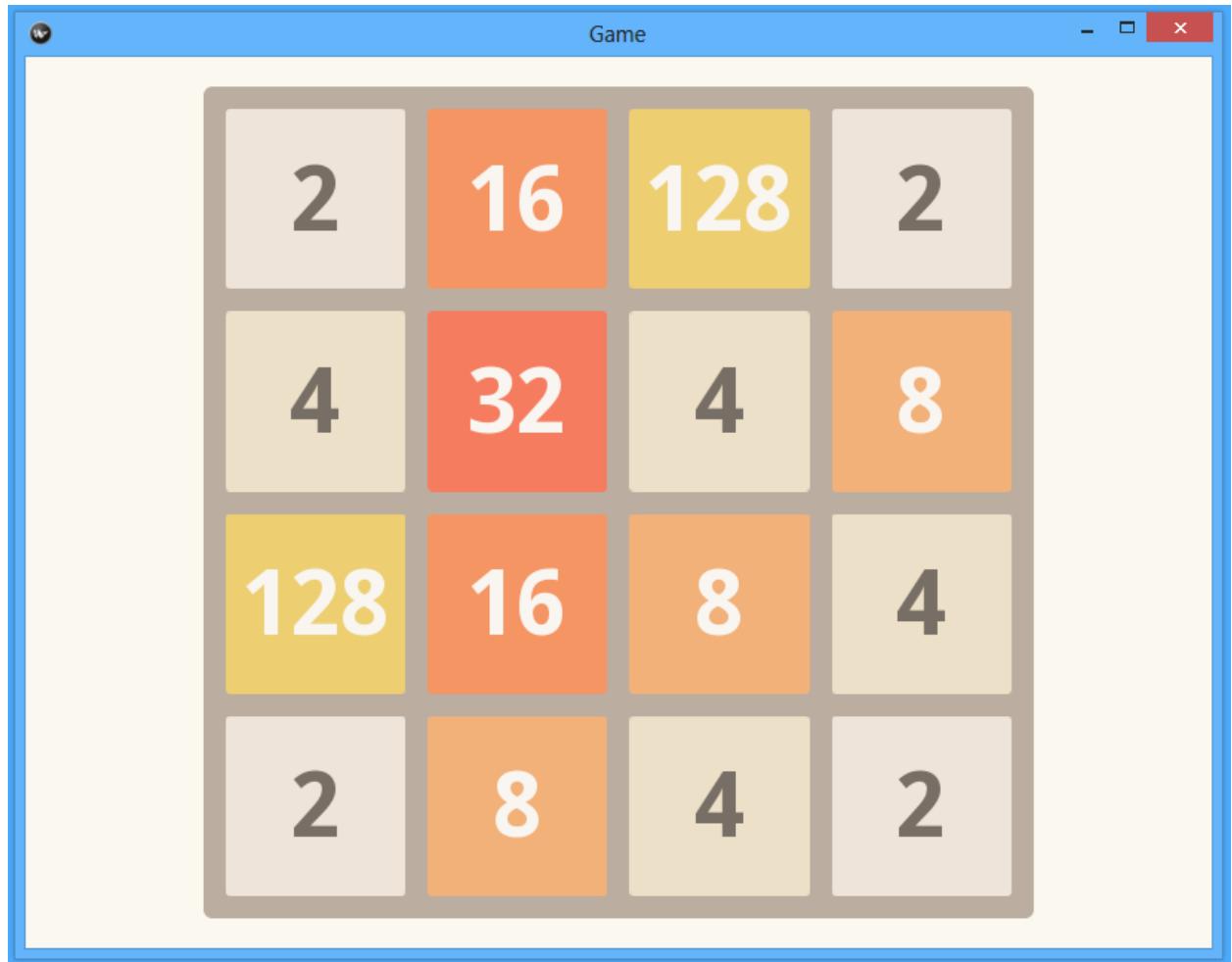
Chapter 6



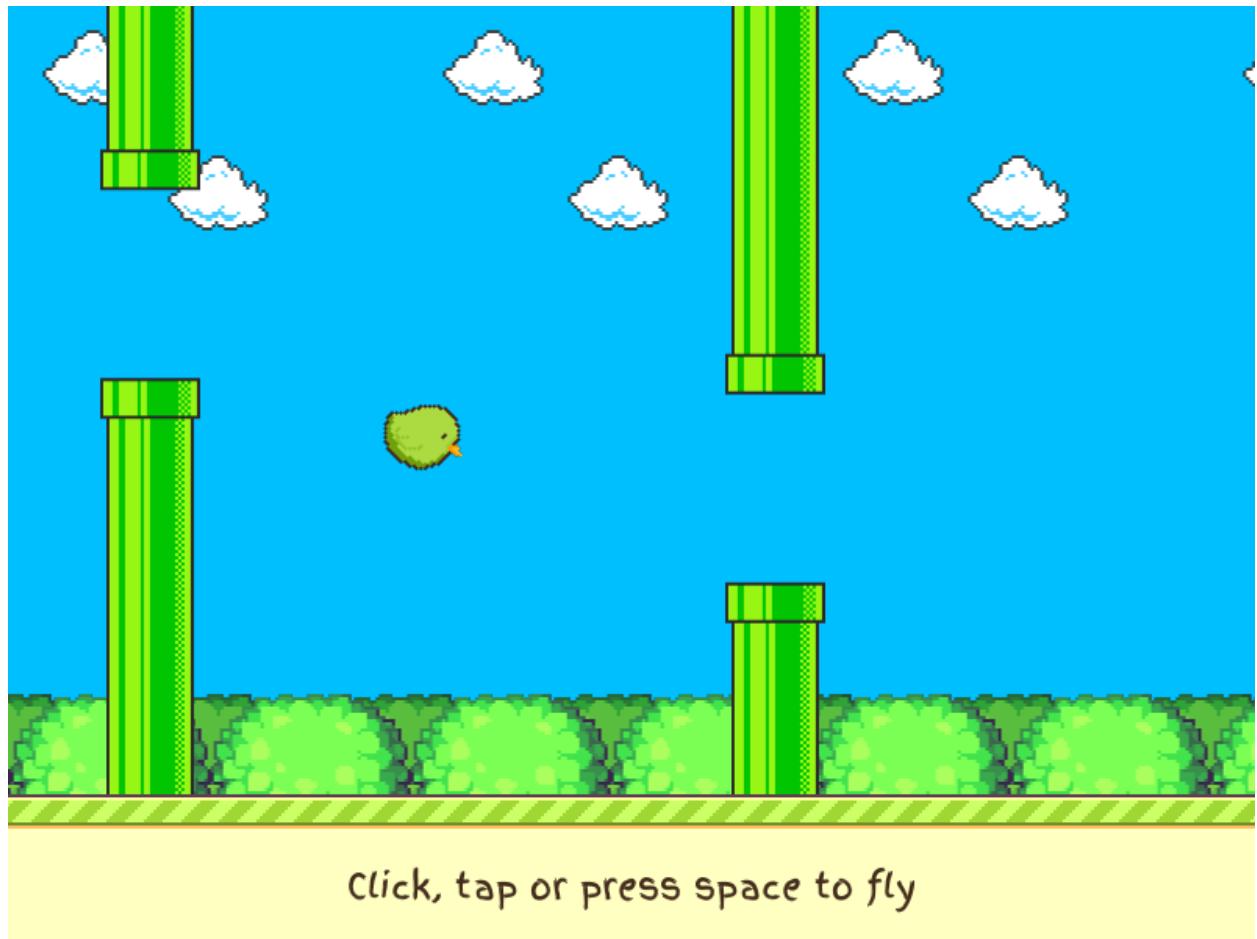
$$cell\;size = \frac{board\;size - (num.\;cells + 1) \times spacing}{number\;of\;cells}$$

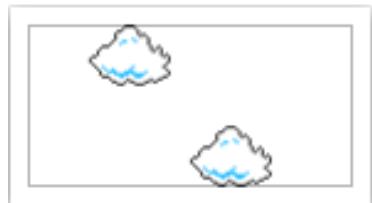




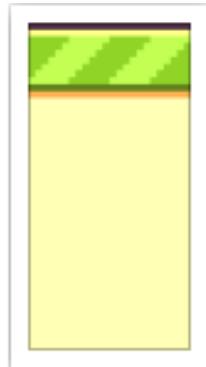


Chapter 7

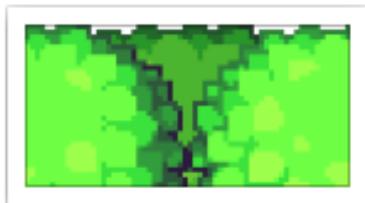




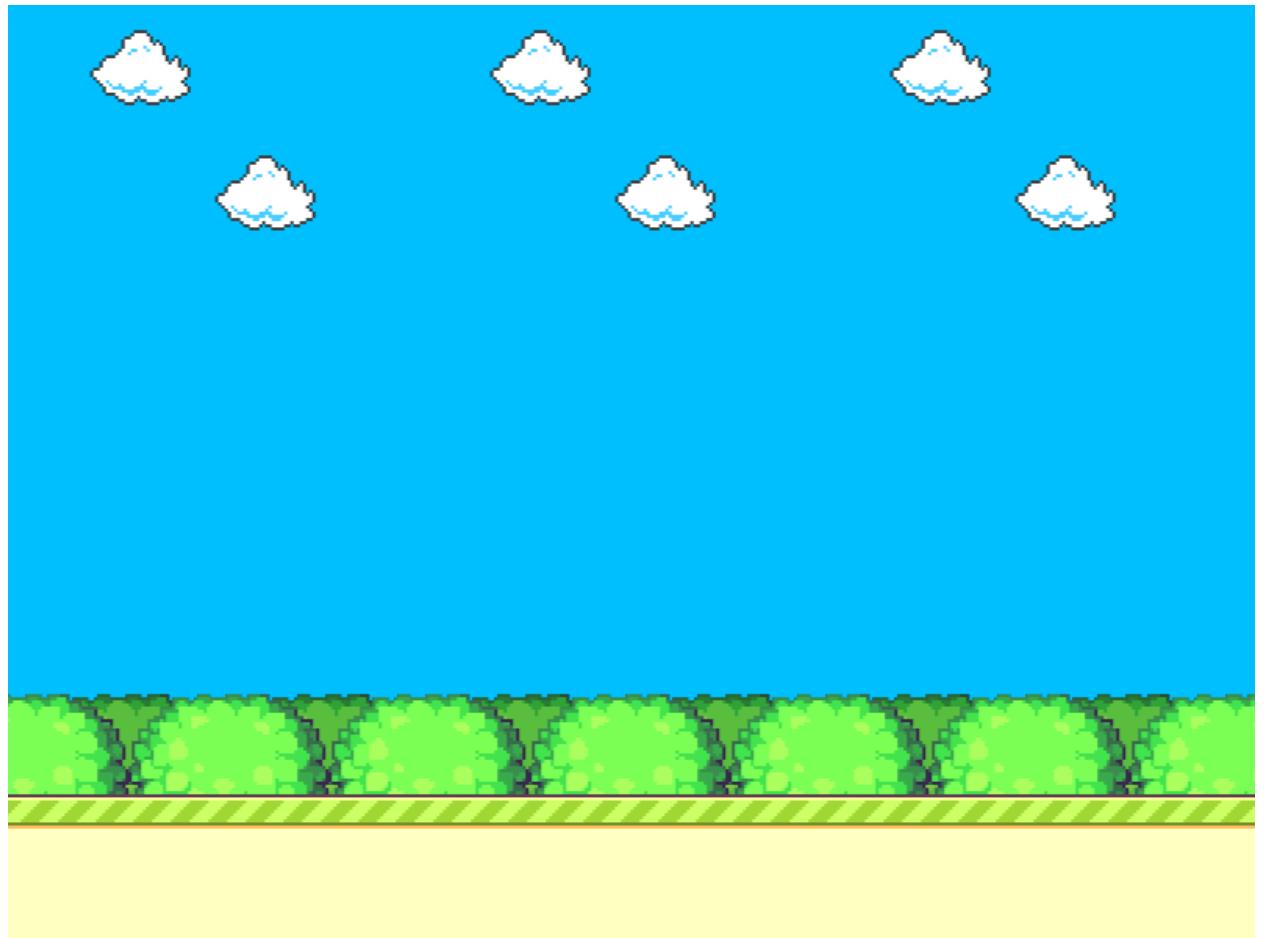
cloud.png
256 × 128



floor.png
48 × 96



grass.png
128 × 64



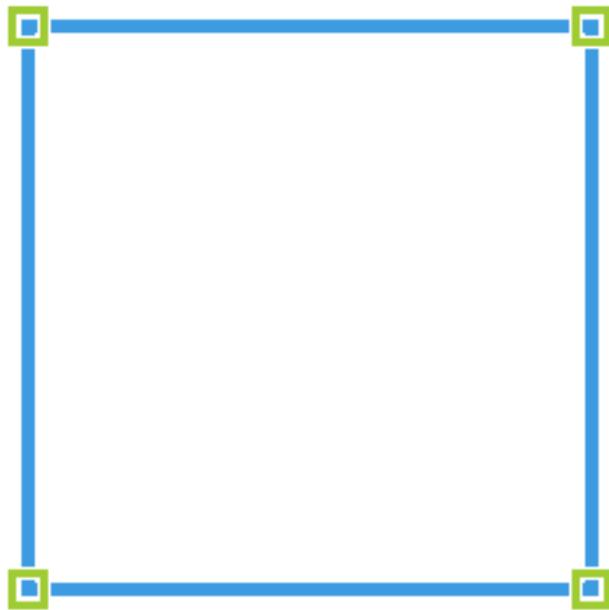


pcap.png
64 × 26



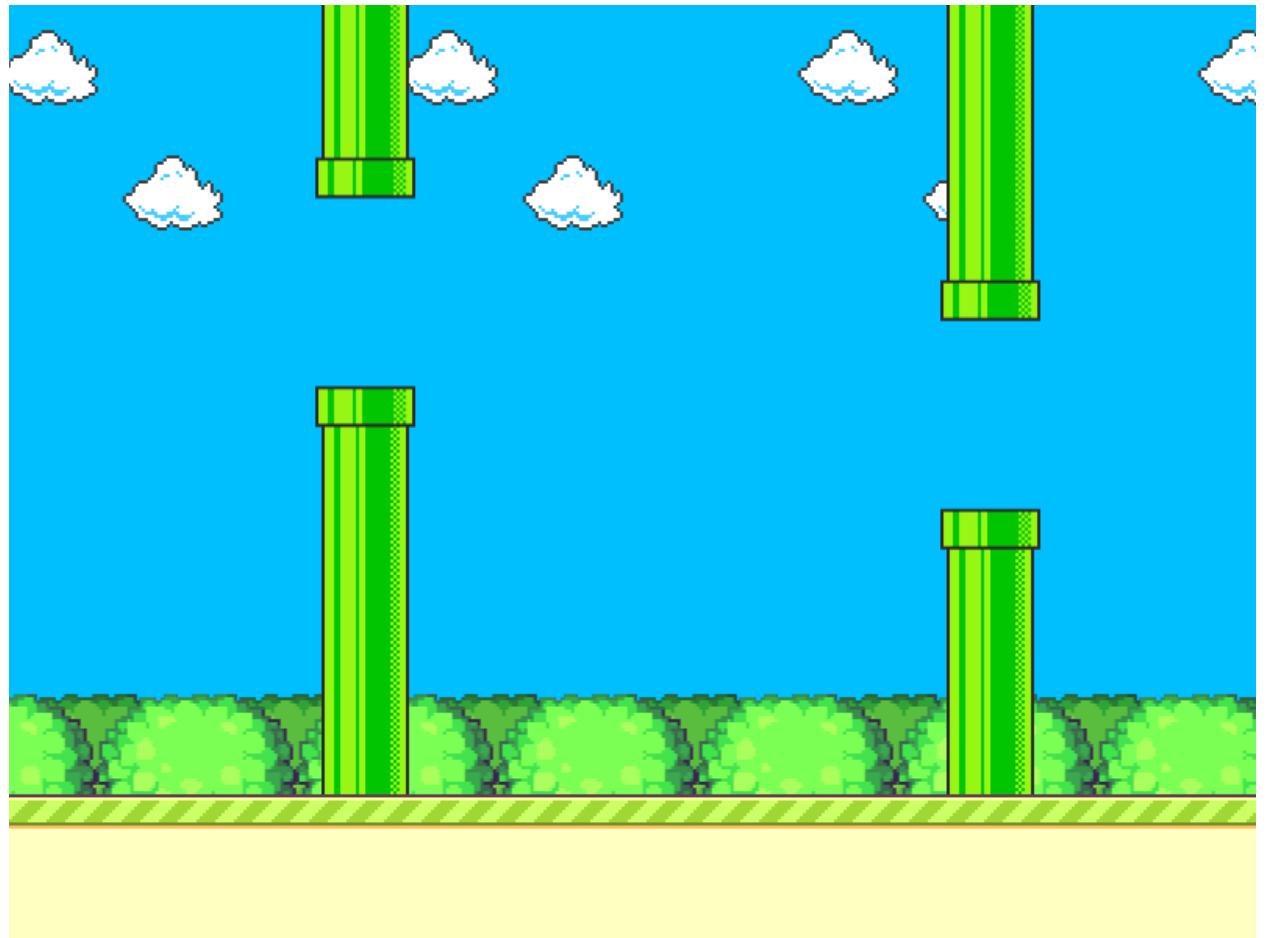
pipe.png
56 × 16

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`v=tex_coords[7]`

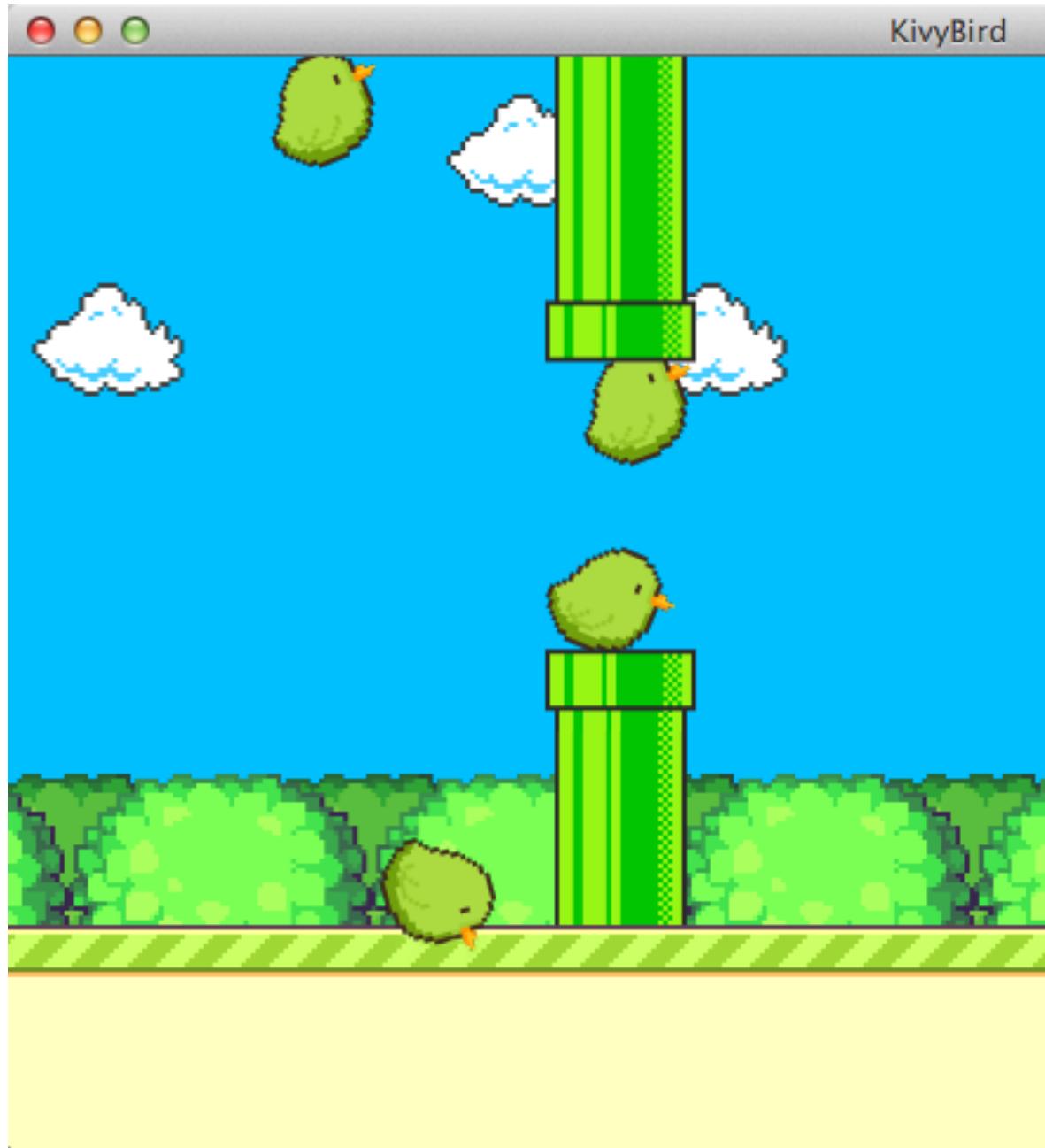


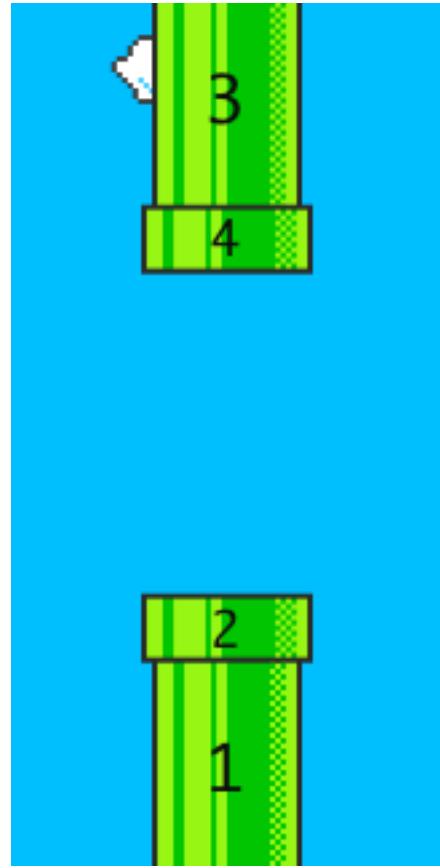
`u=tex_coords[4]`
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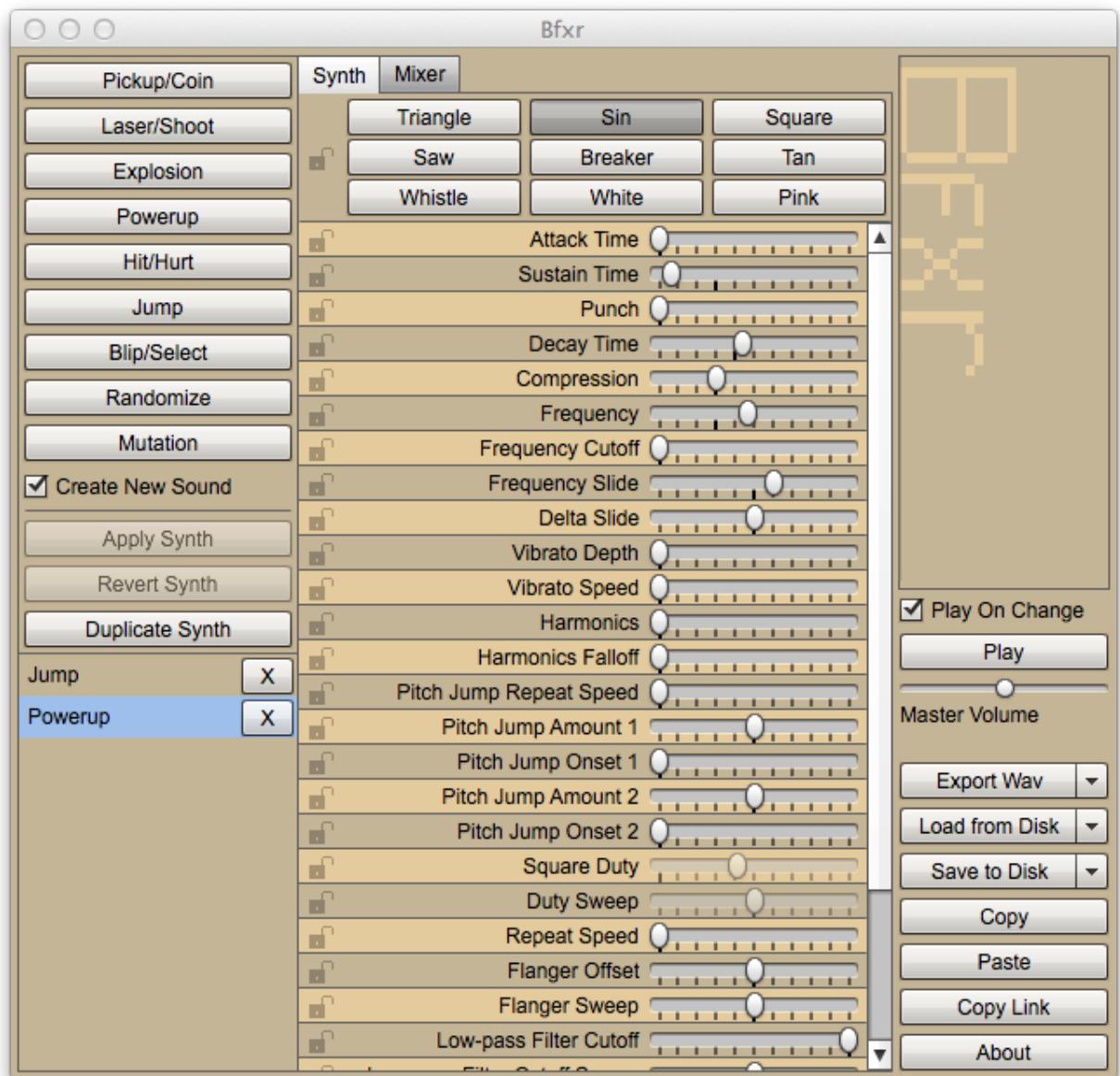
`u=tex_coords[2]`
`v=tex_coords[3]`



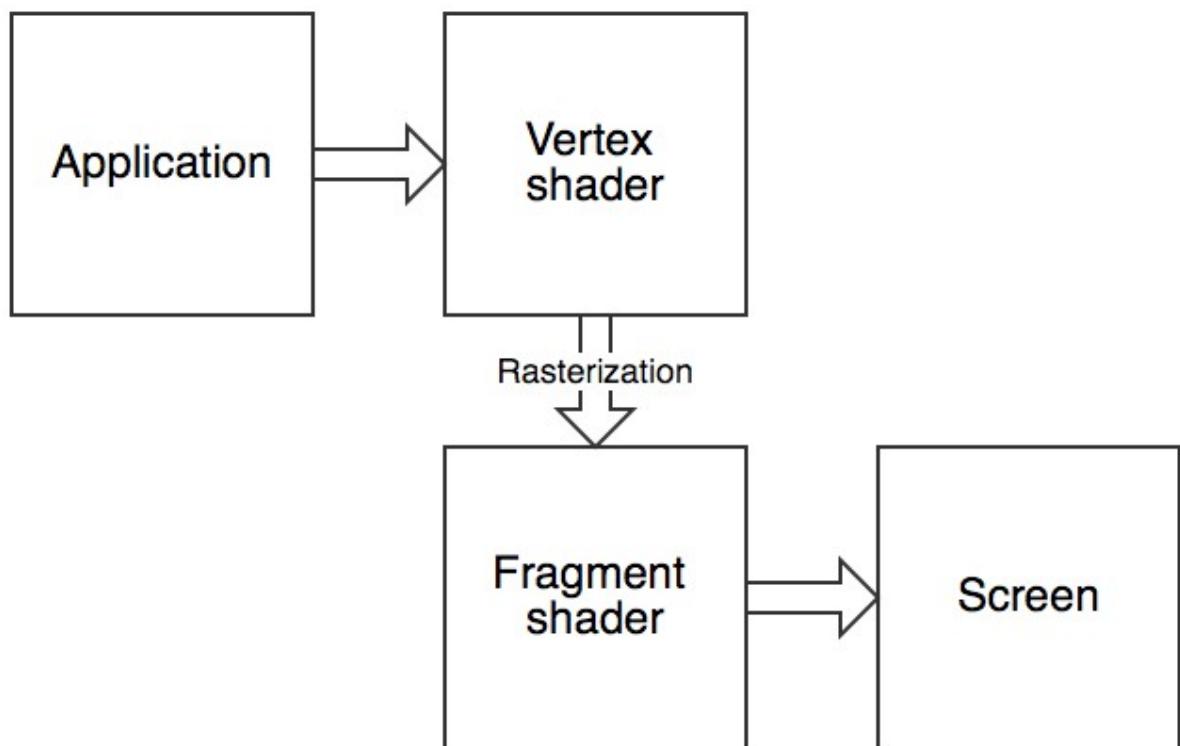


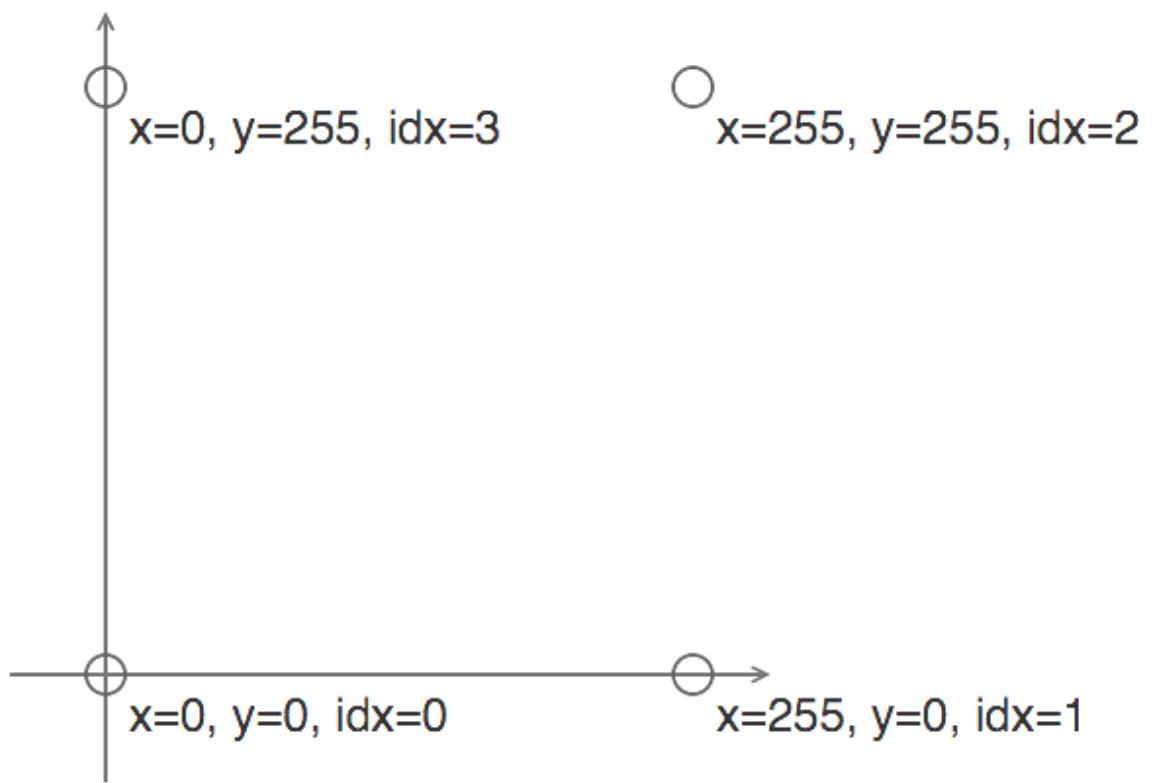


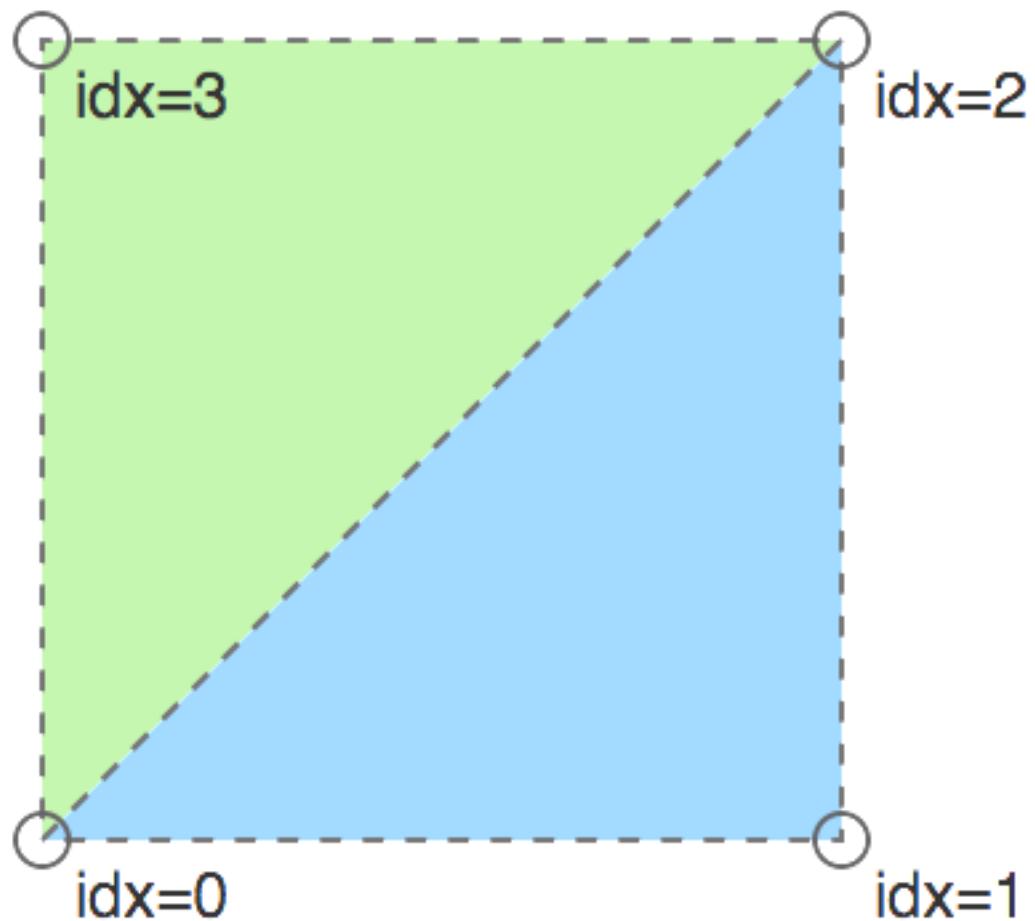


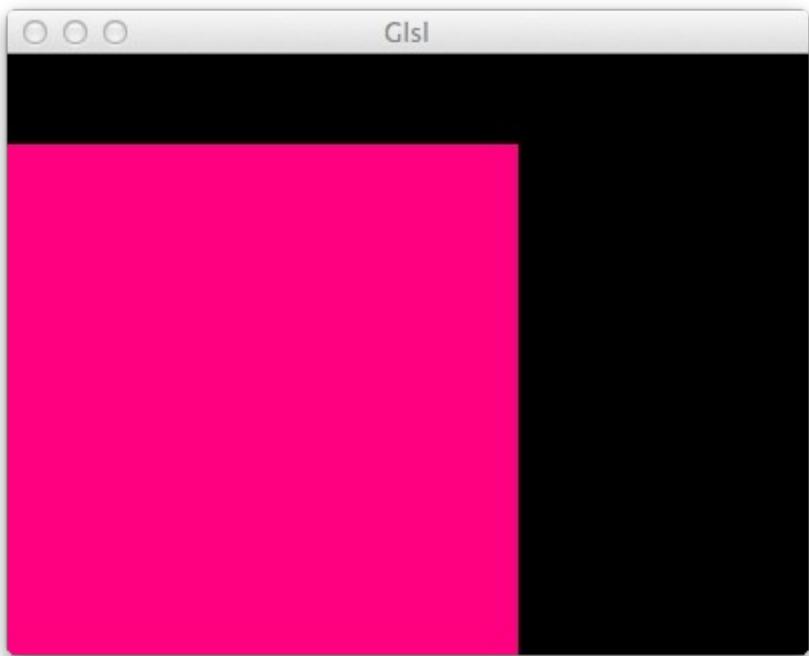


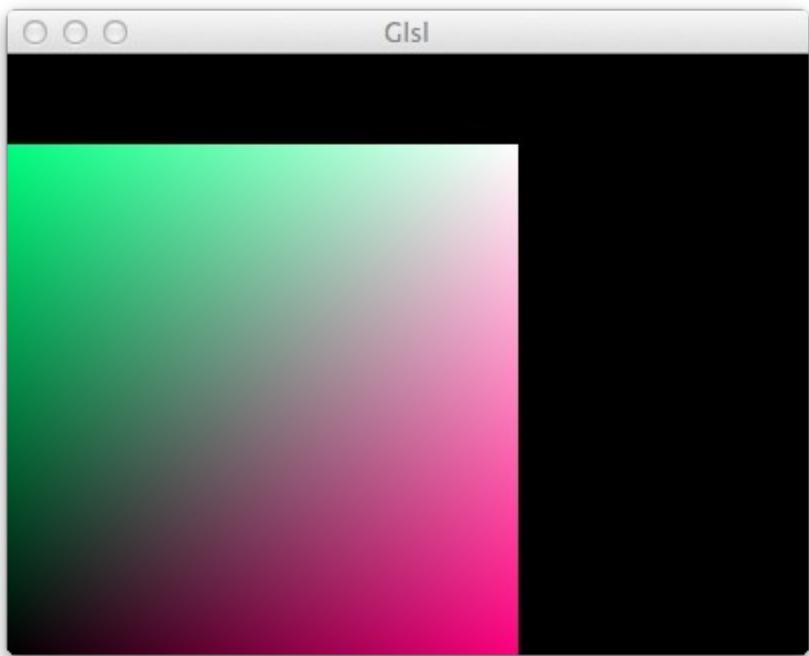
Chapter 8

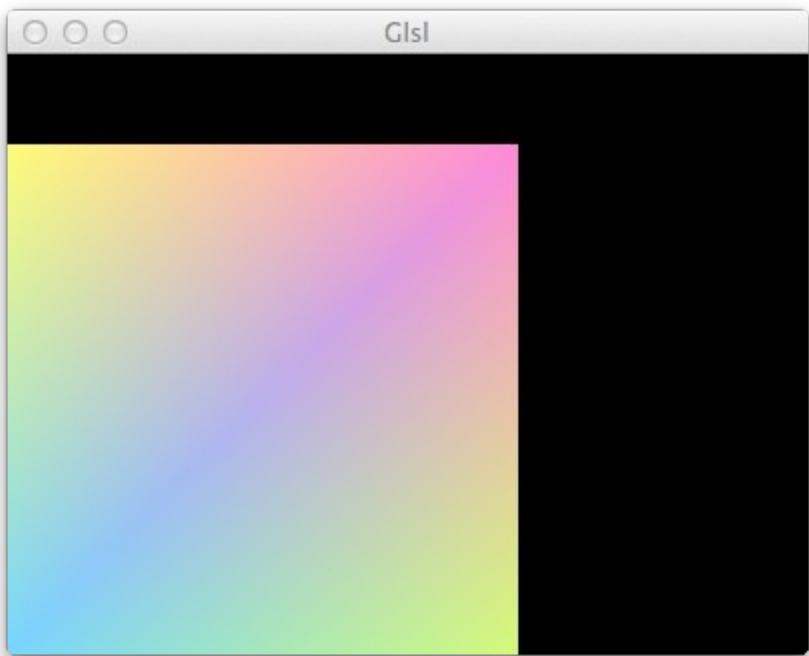


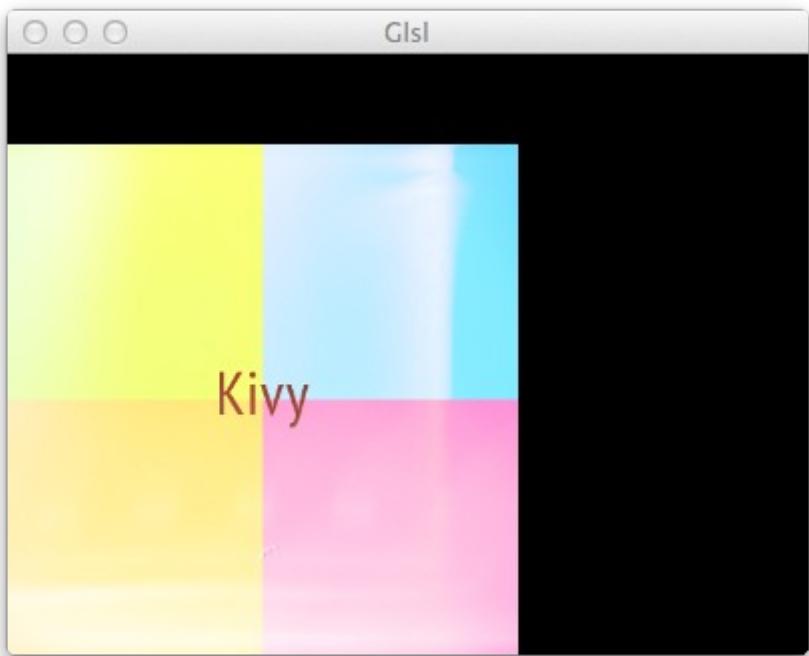




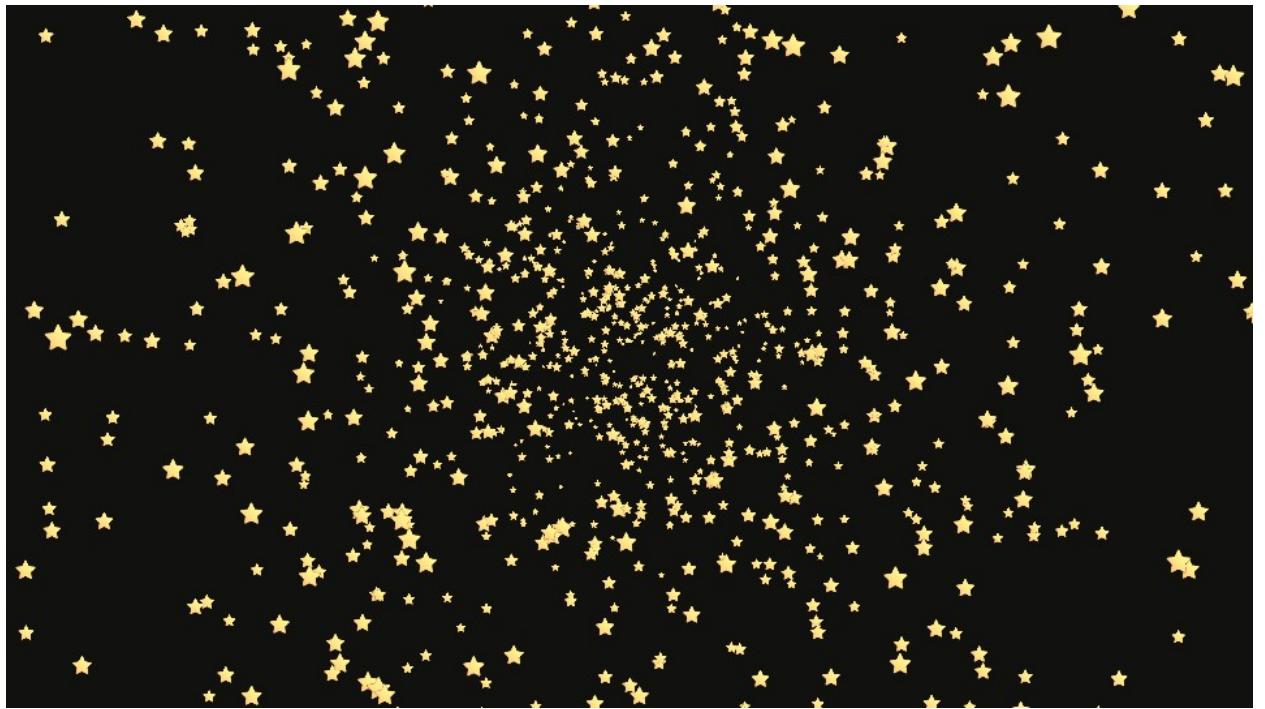






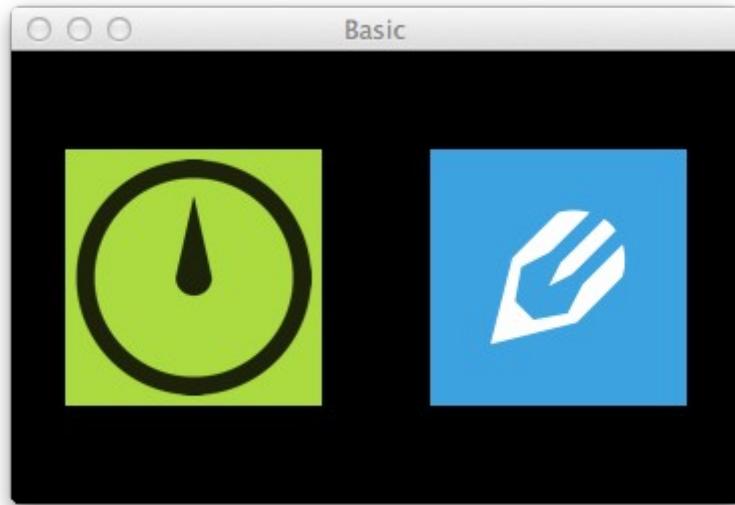


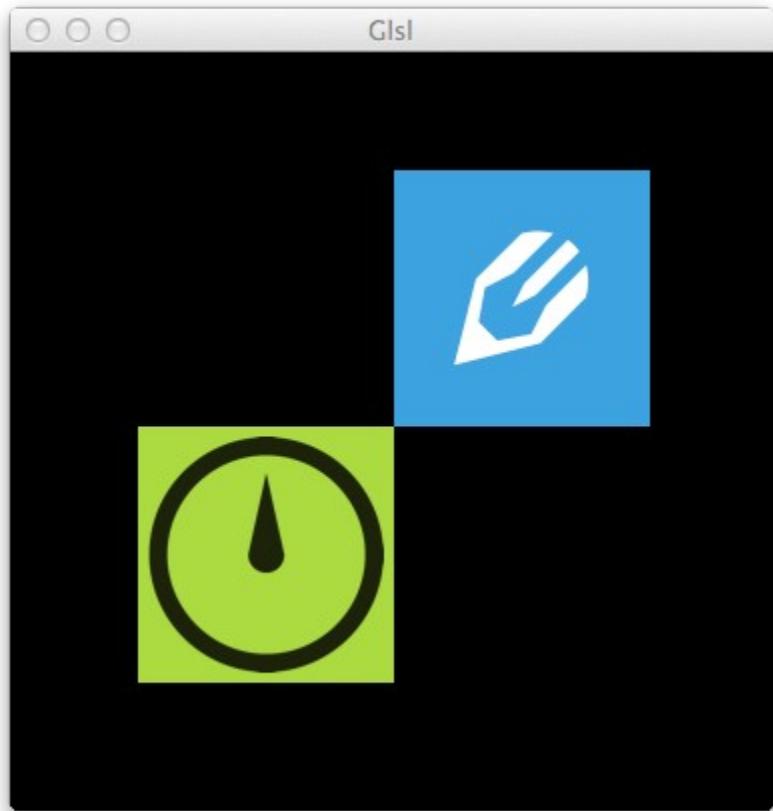


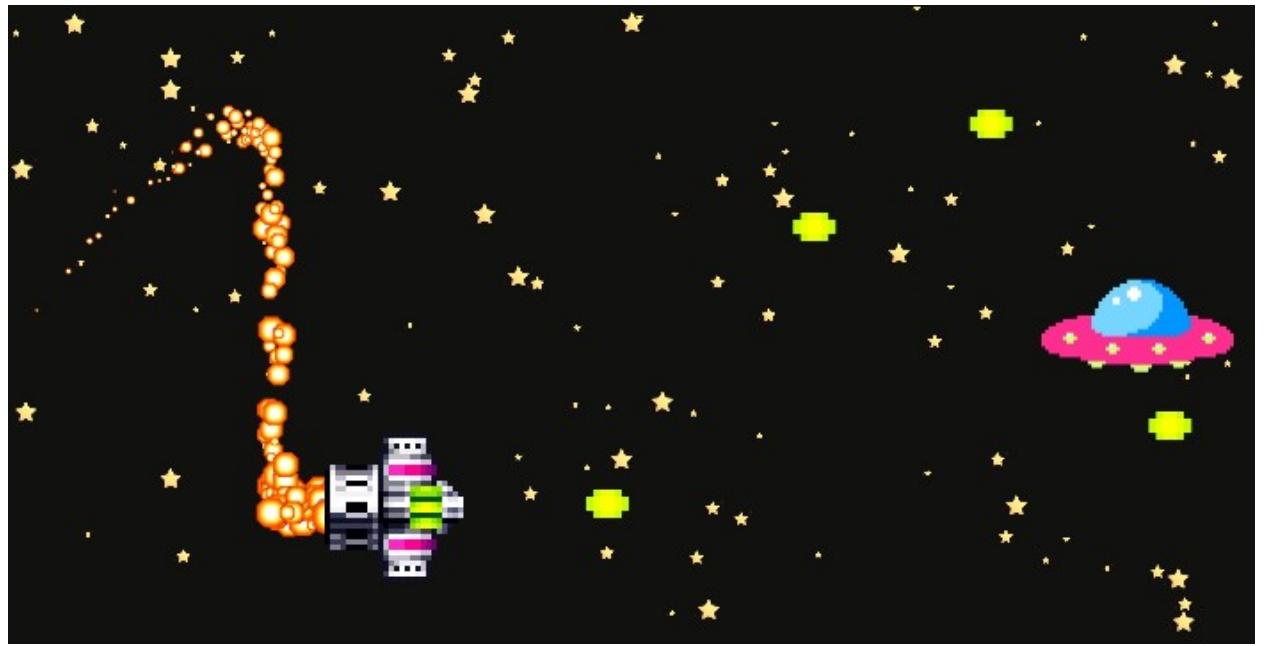




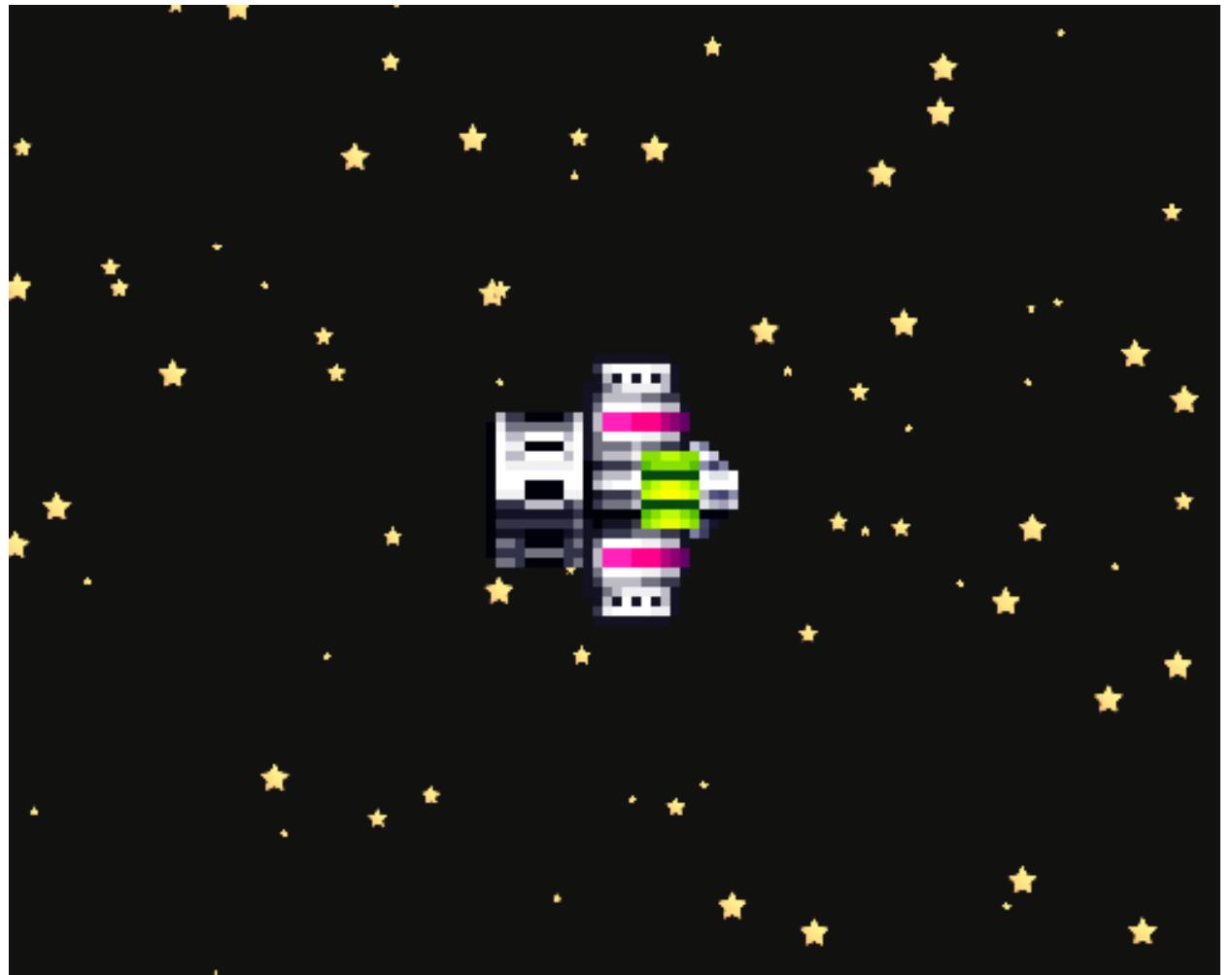
Chapter 9

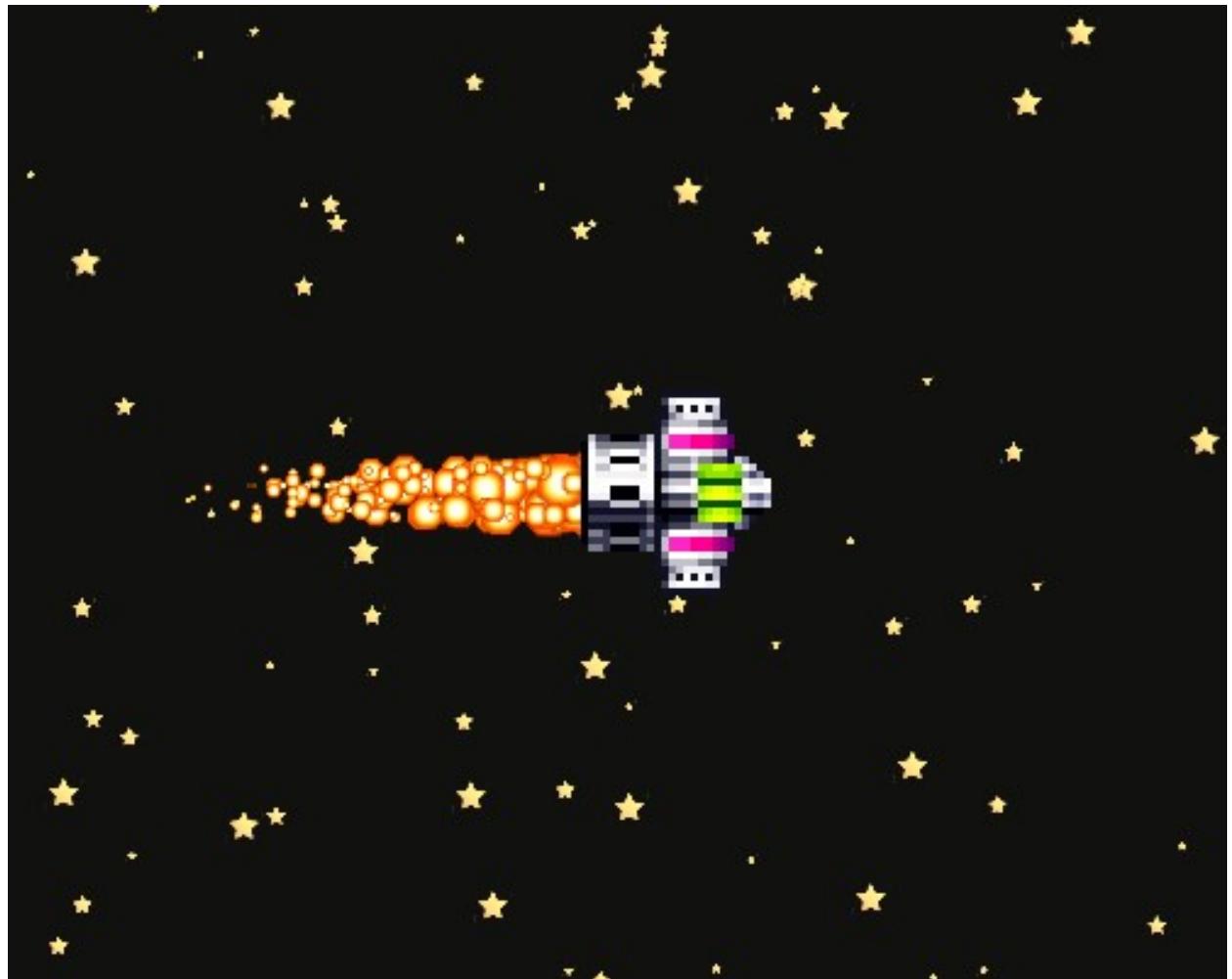


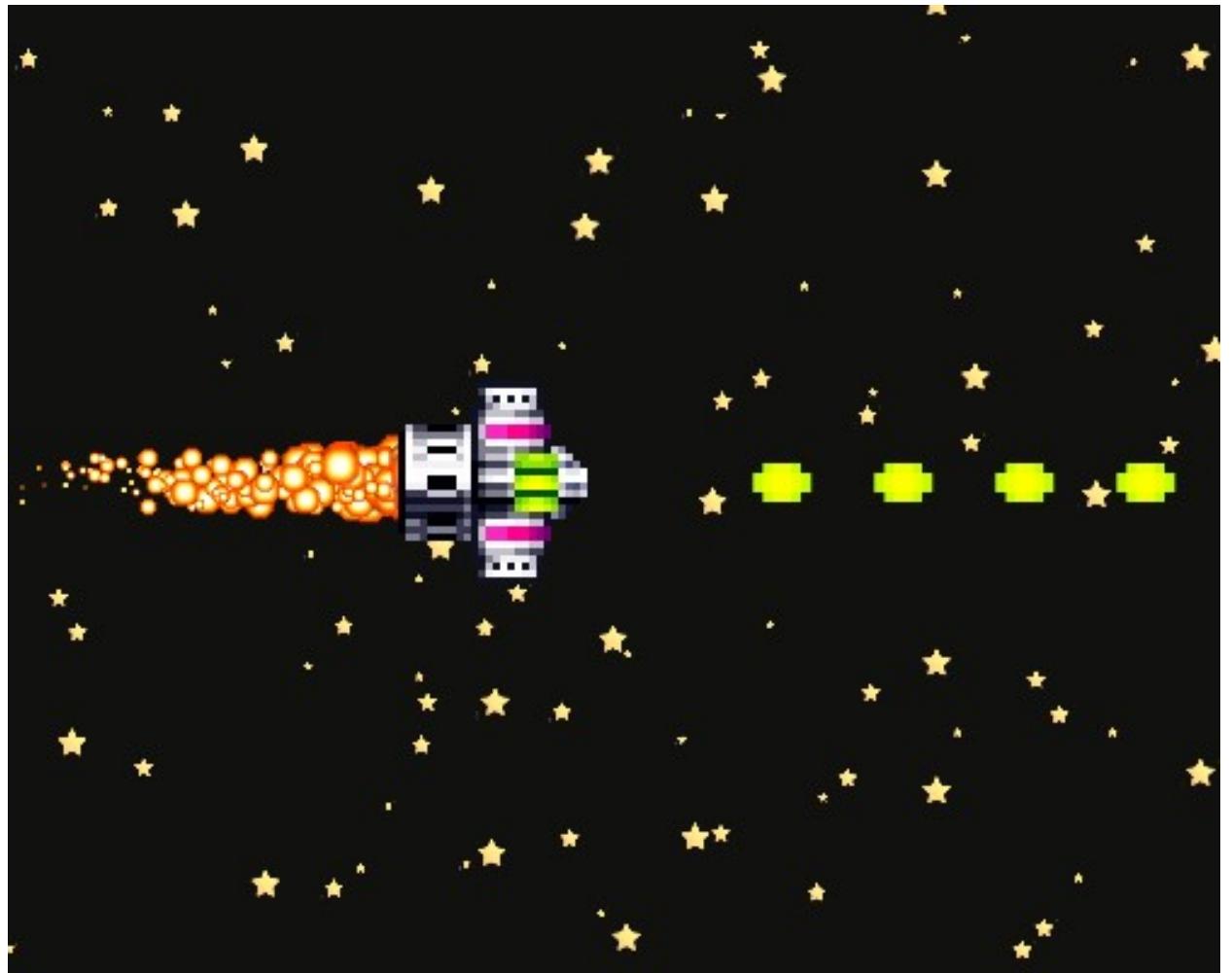




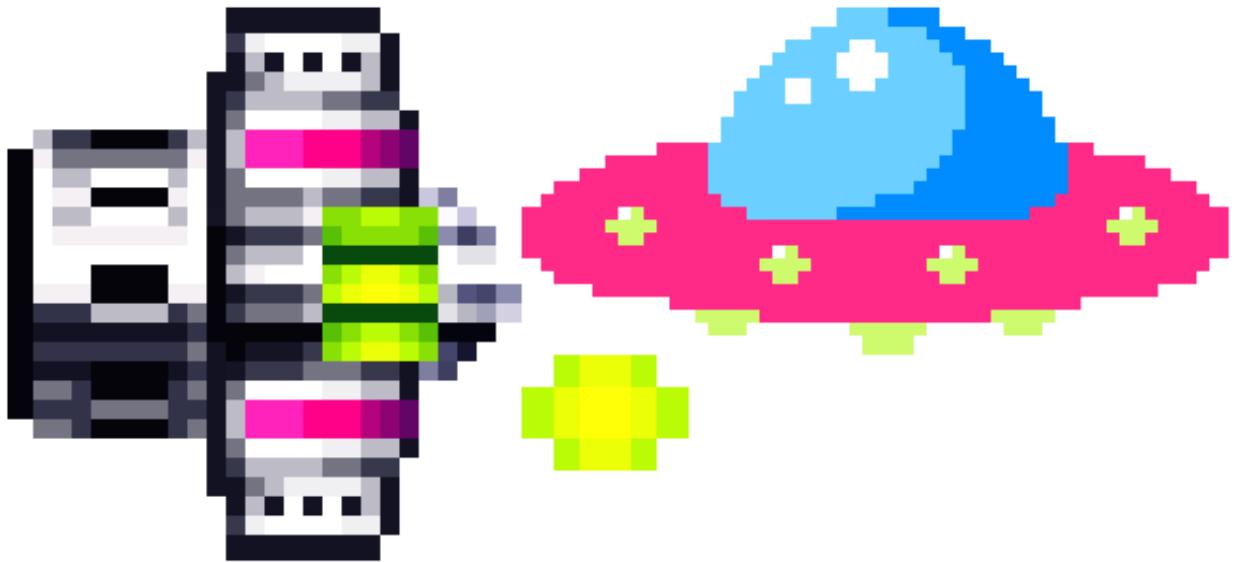












icon_clock.png
128 × 128



icon_paint.png
128 × 128