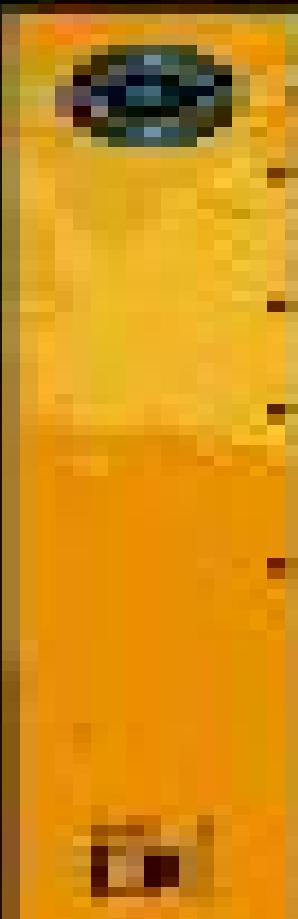


Maximum likelihood

Parameter estimation

Two uniquenesses

• Uniqueness
• Identifiability



```
def log_likelihood(theta, y, x, sigma):  
    """  
    Compute the log-likelihood of theta given y and x.  
    """  
  
    # Compute the residuals  
    residuals = y - x * theta[0] - theta[1] * x  
  
    # Compute the log-likelihood  
    log_lik = -residuals**2 / (2 * sigma**2)  
    log_lik = np.sum(log_lik)  
  
    return log_lik
```



Macintosh Programming Techniques

Edward Jones

Macintosh Programming Techniques:

Macintosh Programming Techniques Dan Parks Sydow,1994 Master the fundamentals of Macintosh programming with this hands on guide and tutorial It provides a solid foundation for developing powerful applications No matter what language you use you ll benefit from the dozens of techniques presented This book contains in depth discussions of key topics every programmer should know including memory management QuickDraw graphics and event driven programming Macintosh Programming Techniques also includes an interactive software tutorial Work through the examples to develop an exciting application loaded with the features expected of a Macintosh program graphics text color and animation If you re new to Macintosh programming or want to boost your Macintosh programming skills this is the reference for you

Macintosh Programming Techniques Dan Parks Sydow,1996 Includes coverage of memory management event driven programming using graphics and sound events and additional instruction on such new features as Metrowerks CodeWarrior and fat binaries Original All Users

C Programming Techniques for the Macintosh Zigurd R. Mednieks,Terry M.

Schilke,1986

On Macintosh Programming Daniel K. Allen,1990

Macintosh Game Programming Techniques

Cary Torkelson,1996 Focusing on the techniques of special interest to Mac game programmers a detailed guide covers such areas as high speed graphics integrating sound and motion building game intelligence and memory management Original

Beginner

Macintosh Programming Techniques David C. Willen,1985

More Mac Programming Techniques Dan

Parks Sydow,1995 This excellent followup to Dan Sydow s popular Macintosh Programming Techniques helps intermediate programmers make the leap to expert level quickly and confidently The book covers FKeys pop up menus patching traps and more Disk includes utilities and reusable code examples

DBase Mac Programmer's Reference Guide Edward

Jones,1988

Mac OS X Programming Dan Parks Sydow,2002 Mac OS X Programming Techniques provides the reader

with definitions details and explanations of the various components that make up this new operating system Understanding the operating system helps the reader use the programming tools and the Carbon application programming interface API both of which are covered extensively in this book Much of the original programming API now referred to as the Classic API is still usable But it s been revamped and renamed it s now the Carbon API This modified set of functions includes plenty of

new routines that make a Mac programmer s work easier and more powerful provided that the programmer knows how to make use of the new code The reader learns about the all new Carbon Event Manager as well as the changes and enhancements that have been made to existing managers such as the Window Manager and the Menu Manager Readers new

to Mac programming will appreciate the journey that takes them from the start of a new Macintosh project to the final building of a standalone Mac OS X application Readers experienced in programming the Mac will find this same material of great interest and these readers will benefit from the lengthy section on porting existing Mac OS 8 and 9 applications to Mac OS X Finally readers will appreciate the Carbon API reference section that provides information and example code for dozens

of the most commonly used Carbon routines All the code developed in the book will be available on www.newriders.com

Mac Application Development For Dummies Karl G. Kowalski, 2011-09-29 The App Store extends to the Mac desktop Developers here's how join the fun If you love your desktop Mac and want to enjoy the fun and challenge of developing Mac apps for the App Store here's your chance to get started This fun full color guide shows you how to create killer Mac apps on and for a desktop Mac The book takes you step by step through the development of two apps while you get up to speed on the Mac App SDK Xcode 4 how a Mac app runs cryptography views and much more Shows you how to download the Mac App SDK set up Xcode 4 and how Mac apps run Takes you step by step through the development of two Mac desktop apps Explains views view controllers interface objects gesture recognizers cryptography security network awareness and much more The App Store for the Mac desktop is the next big thing for developers Be ready with this book at your disposal Note Apple's iOS SDK tools are only accessible on Intel powered Mac and MacBook devices

Macintosh Programming Secrets Scott Knaster, Keith Rollin, 1992 This second edition revives an acclaimed classic with thoroughly updated information on System 7 and other new Macintosh features and technologies A programming book with a point of view Macintosh Programming Secrets is a collection of tips techniques and diatribes on how to program the Macintosh

Beginning Mac OS X Programming Michael Trent, Drew McCormack, 2005-10-24 Beginning Mac OS X Programming Every Mac OS X system comes with all the essentials required for programming free development tools resources and utilities However finding the place to begin may be challenging especially if you have no prior development knowledge This comprehensive guide offers you an ideal starting point to writing programs on Mac OS X with coverage of the latest release 1.4 Tiger With its hands on approach the book examines a particular element and then presents step by step instructions that walk you through how to use that element when programming You'll quickly learn how to efficiently start writing programs on Mac OS X using languages such as C Objective C and AppleScript and technologies such as Carbon and Cocoa and other Unix tools In addition you'll discover techniques for incorporating the languages in order to create seamless applications All the while you can follow along on your own system so that you'll be prepared to apply your new Mac OS X skills to real world projects What you will learn from this book The major role the new Xcode plays in streamlining Mac OS X development The process for designing a graphical user interface on Mac OS X that conforms to Apple's guidelines How to write programs in the C and Objective C programming languages The various scripting languages available on the Mac OS X system and what tasks each one is best suited to perform How to write shell scripts that interact with pre installed command line tools Who this book is for This book is for novice programmers who want to get started writing programs that run on Mac OS X Experienced programmers who are new to the Mac will also find this book to be a useful overview of the Mac development environment Wrox Beginning guides are crafted to make learning programming languages and technologies easier than you think providing a structured tutorial format that will guide you through all the techniques involved

Sams Teach Yourself

Core Data for Mac and iOS in 24 Hours Jesse Feiler, 2012 In just 24 sessions of one hour or less start using Core Data to build powerful data driven apps for iOS devices and Mac OS X computers Using this book's straightforward step by step approach you'll discover how Apple's built in data persistence framework can help you meet any data related requirement from casual to enterprise class Beginning with the absolute basics you'll learn how to create data models build interfaces interact with users work with data sources and table views and even get started with iCloud Every lesson builds on what you've already learned giving you a rock solid foundation for real world success Step by step instructions carefully walk you through the most common Core Data development tasks Quizzes and Exercises at the end of each chapter help you test your knowledge Notes present interesting information related to the discussion Tips offer advice or show you easier ways to perform tasks Cautions alert you to possible problems and give you advice on how to avoid them Learn how to Start writing database apps fast with Xcode 4's powerful tools and templates Master the Objective C features and patterns Core Data relies upon Understand Core Data's goals components and behavior Model data graphically with Xcode 4's Data Model Editor Leverage the full power of Managed Objects Use controllers to integrate your data model with your code Fetch use and store data from any source Develop interfaces and features more quickly with Interface Builder Add navigation and control features that integrate seamlessly with Core Data Interact with users via popovers segmented controls action sheets and tab bars Create table views that users can edit Let Xcode 4 and Core Data validate your data for you Use Predicates to precisely select the right data Get ready for iCloud features to sync and move data among your iCloud enabled devices Jesse Feiler is a leading expert on Apple database development Feiler has worked with databases since the 1980s writing about technologies that have since evolved into Core Data His database clients have included Federal Reserve Bank of New York Young Rubicam and many small and nonprofit organizations His recent books include Data Driven iOS Apps for iPad and iPhone with FileMaker Pro Bento by FileMaker and FileMaker Go and FileMaker Pro in Depth Category Mac Programming Covers Core Data User Level Beginning to Intermediate Register your book at informit.com title 9780672335778 for access to all code examples from the book as well as updates and corrections as they become available [Macintosh Programming Using MS--BASIC 2.0](#) Richard C. Vile, 1985 [The Macintosh BASIC Handbook](#) Thomas Blackadar, Jonathan Kamin, 1984

Tricks of the Mac Game Programming Gurus Bill Dugan, Jamie McCornack, Ingemar Ragnemalm, 1995 Tricks of the Mac Game Programming Gurus is a comprehensive resource for beginning to expert programmers who want to create their own game Loaded with tips tricks and detailed instructions this book guides users through the world of Mac game programming step by step Shows users how to develop a game from start to finish Explores graphics QuickDraw 3D sounds networking live action image capture game mechanics file management and more CD ROM is packed with various tools libraries utilities sample code game demos and shareware as well as commercial game [Everything You Wanted to Know about the Mac](#) Larry Hanson, 1992 This book provides complete coverage of the Macintosh including hardware software fonts

graphics viruses sound MIDI and the details of System Tips tricks and shortcuts help the user tackle each topic with confidence Plus a full featured glossary hardware specification lists and a Mac user's survival guide provide high level information that translates into high performance **Macintosh Programming Using MS-Basic 2.0** Richard Vile, Jr.,1986-01-01 **HyperTalk Programming** Dan Shafer,1988 MacTech Magazine ,1996

The Enigmatic Realm of **Macintosh Programming Techniques**: Unleashing the Language is Inner Magic

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