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## Site To Download Pdf Codes Sampe Guide Developer Java Plus Day 2 Edition Express Database Oracler

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### KEY=JAVA - MASON LILIA

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### TEACH YOURSELF JAVA FOR MACINTOSH IN 21 DAYS

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*Hayden* Takes a tutorial approach towards developing and serving Java applets, offering step-by-step instruction on such areas as motion pictures, animation, applet interactivity, file transfers, sound, and type. Original. (Intermediate).

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### RATIONAL APPLICATION DEVELOPER V7 PROGRAMMING GUIDE

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*IBM Redbooks* IBM® Rational® Application Developer for WebSphere® Software V7.0 (for short, Rational Application Developer) is the full function Eclipse 3.2 based development platform for developing Java™ 2 Platform Standard Edition (J2SETM ) and Java 2 Platform Enterprise Edition (J2EETM ) applications with a focus on applications to be deployed to IBM WebSphere Application Server and IBM WebSphere Portal. Rational Application Developer provides integrated development tools for all development roles, including Web developers, Java developers, business analysts, architects, and enterprise programmers. Rational Application Developer is part of the IBM Rational Software Delivery Platform (SDP), which contains products in four life cycle categories: - Architecture management, which includes integrated development environments (Application Developer is here) - Change and release management - Process and portfolio management - Quality management This IBM Redbooks® publication is a programming guide that highlights the features and tooling included with Rational Application Developer V7.0. Many of the chapters provide working examples that demonstrate how to use the tooling to develop applications, as well as achieve the benefits of visual and rapid application development. This publication is an update of Rational Application Developer V6 Programming Guide, SG24-6449. This book consists of six parts: - Introduction to Rational Application Developer - Develop applications - Test and debug applications - Deploy and profile applications - Team development - Appendixes

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### ANDROID APP DEVELOPMENT IN ANDROID STUDIO

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### JAVA + ANDROID EDITION FOR BEGINNERS

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*Createspace Independent Publishing Platform* This book covers Android app design fundamentals in Android Studio using Java programming language. The author assumes you have no experience in app development. The book starts with the installation of the required development environment and setting up the emulators. Then, the simplest "Hello World" app is developed step by step. In the next chapter, basics of the Java programming language are given with practical examples. Screenshots and code snippets are clearly given in the book to guide the reader. After the Java lecture, 6 complete Android apps are developed again by step by step instructions.Each code line is explained. As the reader follows the development of the example apps, he/she will learn designing user interfaces, connecting interface objects to code, developing efficient Java code and testing the app on emulators and real devices. The sample apps developed in this book are as follows: 1. Headlight app: Learn the basics of app development and use buttons in your code. 2. Body mass index (BMI) calculator app: Using input boxes, performing calculations and displaying the results on the screen. 3. Simple dice roller app: Using random number generator functions, including images in your project, displaying images on the screen and changing the displayed image programmatically. 4. The compass app: Accessing the magnetic field sensor, setting required permissions, extracting the direction angle and animating a compass figure. 5. Show my location app: Creating a map project, setting required permissions, accessing GPS device and showing real time location on the map. 6. S.O.S. sender app: Adding SMS functionality, setting required permissions and sending real time location using SMS. This book includes 146 figures and 114 code snippets that are used to explain app development concepts clearly. Full resolution colour figures and project files can be viewed and downloaded from the the book's website: [www.android-java.website](http://www.android-java.website).

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### HEAD FIRST JAVA

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### A BRAIN-FRIENDLY GUIDE

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*"O'Reilly Media, Inc."* Learning a complex new language is no easy task especially when it s an object-oriented computer programming language like Java. You might think the problem is your brain. It seems to have a mind of its own, a mind that doesn't always want to take in the dry, technical stuff you're forced to study. The fact is your brain craves novelty. It's constantly searching, scanning, waiting for something unusual to happen. After all, that's the way it was built to help you stay alive. It takes all the routine, ordinary, dull stuff and filters it to the background so it won't interfere with your brain's real work--recording things that matter. How does your brain know what matters? It's like the creators of the Head First approach say, suppose you're out for a hike and a tiger jumps in front of you, what happens in your brain? Neurons fire. Emotions crank up. Chemicals surge. That's how your brain knows. And that's how your brain will learn Java. Head First Java combines puzzles, strong visuals, mysteries, and soul-searching interviews with famous Java objects to engage you in many different ways. It's fast, it's fun, and it's effective. And, despite its playful appearance, Head First Java is serious stuff: a complete introduction to object-oriented programming and Java. You'll learn everything from the fundamentals to advanced topics, including threads, network sockets, and distributed programming with RMI. And the new. second edition focuses on Java 5.0, the latest version of the Java language and development platform. Because Java 5.0 is a major update to the platform, with deep, code-level changes, even more careful study and implementation is required. So learning the Head First way is more important than ever. If you've read a Head First book, you know what to expect--a visually rich format designed for the way your brain works. If you haven't, you're in for a treat. You'll see why people say it's unlike any other Java book you've ever read. By exploiting how your brain works, Head First Java compresses the time it takes to learn and retain--complex information. Its unique approach not only shows you what you need to know about Java syntax, it teaches you to think like a Java programmer. If you want to be bored, buy some other book. But if you want to understand Java, this book's for you.

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### SOFTWARE DEVELOPMENT

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### LEARNING SPARK

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*O'Reilly Media* Data is bigger, arrives faster, and comes in a variety of formats—and it all needs to be processed at scale for analytics or machine learning. But how can you process such varied workloads efficiently? Enter Apache Spark. Updated to include Spark 3.0, this second edition shows data engineers and data scientists why structure and unification in Spark matters. Specifically, this book explains how to perform simple and complex data analytics and employ machine learning algorithms. Through step-by-step walk-throughs, code snippets, and notebooks, you'll be able to: Learn Python, SQL, Scala, or Java high-level Structured APIs Understand Spark operations and SQL Engine Inspect, tune, and debug Spark operations with Spark configurations and Spark UI Connect to data sources: JSON, Parquet, CSV, Avro, ORC, Hive, S3, or Kafka Perform analytics on batch and streaming data using Structured Streaming Build reliable data pipelines with open source Delta Lake and Spark Develop machine learning pipelines with MLlib and productionize models using MLflow

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### JAVA PROGRAMMING INTERVIEWS EXPOSED

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*John Wiley & Sons* If you are a skilled Java programmer but are concerned about theJava coding interview process, this real-world guide can help youland your next position Java is a popular and powerful language that is a virtualrequirement for businesses making use of

IT in their daily operations. For Java programmers, this reality offers job security and a wealth of employment opportunities. But that perfect Java coding job won't be available if you can't ace the interview. If you are a Java programmer concerned about interviewing, *Java Programming Interviews Exposed* is a great resource to prepare for your next opportunity. Author Noel Markham is both an experienced Java developer and interviewer, and has loaded his book with real examples from interviews he has conducted. Review over 150 real-world Java interview questions you are likely to encounter. Prepare for personality-based interviews as well as highly technical interviews. Explore related topics, such as middleware frameworks and server technologies. Make use of chapters individually for topic-specific help. Use the appendix for tips on Scala and Groovy, two other languages that run on JVMs. Veterans of the IT employment space know that interviewing for a Java programming position isn't as simple as sitting down and answering questions. The technical coding portion of the interview can be akin to a difficult puzzle or an interrogation. With *Java Programming Interviews Exposed*, skilled Java coders can prepare themselves for this daunting process and better arm themselves with the knowledge and interviewing skills necessary to succeed.

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## INFOWORLD

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InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.

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## FUNDAMENTALS OF COMPUTER PROGRAMMING WITH C#

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### THE BULGARIAN C# BOOK

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*Faber Publishing* The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The book does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from <http://introprogramming.info>. Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: <http://www.introprogramming.info> License: CC-Attribution-Share-Alike Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming, C#, CSharp, C# book, tutorial, C# tutorial; programming concepts, programming fundamentals, compiler, Visual Studio, .NET, .NET Framework, data types, variables, expressions, statements, console, conditional statements, control-flow logic, loops, arrays, numeral systems, methods, strings, text processing, StringBuilder, exceptions, exception handling, stack trace, streams, files, text files, linear data structures, list, linked list, stack, queue, tree, balanced tree, graph, depth-first search, DFS, breadth-first search, BFS, dictionaries, hash tables, associative arrays, sets, algorithms, sorting algorithm, searching algorithms, recursion, combinatorial algorithms, algorithm complexity, OOP, object-oriented programming, classes, objects, constructors, fields, properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous types, lambda expressions, LINQ, code quality, high-quality code, high-quality classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving, problem solving methodology, 9789544007737, 9544007733

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## CLEAN CODE

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### A HANDBOOK OF AGILE SOFTWARE CRAFTSMANSHIP

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*Pearson Education* Even bad code can function. But if code isn't clean, it can bring a development organization to its knees. Every year, countless hours and significant resources are lost because of poorly written code. But it doesn't have to be that way. Noted software expert Robert C. Martin presents a revolutionary paradigm with *Clean Code: A Handbook of Agile Software Craftsmanship*. Martin has teamed up with his colleagues from Object Mentor to distill their best agile practice of cleaning code "on the fly" into a book that will instill within you the values of a software craftsman and make you a better programmer—but only if you work at it. What kind of work will you be doing? You'll be reading code—lots of code. And you will be challenged to think about what's right about that code, and what's wrong with it. More importantly, you will be challenged to reassess your professional values and your commitment to your craft. *Clean Code* is divided into three parts. The first describes the principles, patterns, and practices of writing clean code. The second part consists of several case studies of increasing complexity. Each case study is an exercise in cleaning up code—of transforming a code base that has some problems into one that is sound and efficient. The third part is the payoff: a single chapter containing a list of heuristics and "smells" gathered while creating the case studies. The result is a knowledge base that describes the way we think when we write, read, and clean code. Readers will come away from this book understanding How to tell the difference between good and bad code How to write good code and how to transform bad code into good code How to create good names, good functions, good objects, and good classes How to format code for maximum readability How to implement complete error handling without obscuring code logic How to unit test and practice test-driven development This book is a must for any developer, software engineer, project manager, team lead, or systems analyst with an interest in producing better code.

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### MICROSERVICES BEST PRACTICES FOR JAVA

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*IBM Redbooks* *Microservices* is an architectural style in which large, complex software applications are composed of one or more smaller services. Each of these microservices focuses on completing one task that represents a small business capability. These microservices can be developed in any programming language. This IBM® Redbooks® publication covers *Microservices best practices for Java*. It focuses on creating cloud native applications using the latest version of IBM WebSphere® Application Server Liberty, IBM Bluemix® and other Open Source Frameworks in the *Microservices ecosystem* to highlight *Microservices best practices for Java*.

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### C/C++ USERS JOURNAL

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## THINK JAVA

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### HOW TO THINK LIKE A COMPUTER SCIENTIST

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"O'Reilly Media, Inc." Currently used at many colleges, universities, and high schools, this hands-on introduction to computer science 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 computer scientist. You'll learn how to program—a useful skill by itself—but you'll also discover how to use programming as a means to an end. Authors Allen Downey and Chris Mayfield start with the most basic concepts and gradually move into topics that are more complex, such as recursion and object-oriented programming. Each brief chapter covers the material for one week of a college course and includes exercises to help you practice what you've learned. Learn one concept at a time: tackle complex topics in a series of small steps with examples. Understand how to formulate problems, think creatively about solutions, and write programs clearly and accurately. Determine which development techniques work best for you, and practice the important skill of debugging. Learn relationships among input and output, decisions and loops, classes and methods, strings and arrays. Work on exercises involving word games, graphics, puzzles, and playing cards.

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## DATA STRUCTURES AND ALGORITHMS IN JAVA

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*John Wiley & Sons* The design and analysis of efficient data structures has long been recognized as a key component of the Computer Science curriculum. Goodrich, Tomassia and Goldwasser's approach to this classic topic is based on the object-oriented paradigm as the framework of choice for the design of data structures. For each ADT presented in the text, the authors provide an associated Java interface. Concrete data structures realizing the ADTs are provided as Java classes implementing the interfaces. The Java code implementing fundamental data structures in this book is organized in a single Java package, `net.datastructures`. This package forms a coherent library of data structures and algorithms in Java specifically designed for educational purposes in a way that is complimentary with the Java Collections Framework.

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## MSDN MAGAZINE

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### COOKIES

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*Computing McGraw-Hill* Cookies are a mystery of Web programming. They're rumored to have been the cause of malevolent invasions of privacy, virus mongering, and security breaches. In reality, they are a highly efficient programming tool that helps users keep track of where they are in a Web site. These pages show how to make the most of cookies.

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## JBOSS AT WORK: A PRACTICAL GUIDE

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### A PRACTICAL GUIDE

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"O'Reilly Media, Inc." Consisting of a number of well-known open source products, JBoss is more a family of interrelated services than a single monolithic application. But, as with any tool that's as feature-rich as JBoss, there are number of pitfalls and complexities, too. Most developers struggle with the same issues when deploying J2EE applications on JBoss: they have trouble getting the many J2EE and JBoss deployment descriptors to work together; they have difficulty finding out how to get started; their projects don't have a packaging and deployment strategy that grows with the application; or, they find the Class Loaders confusing and don't know how to use them, which can cause problems. JBoss at Work: A Practical Guide helps developers overcome these challenges. As you work through the book, you'll build a project using extensive code examples. You'll delve into all the major facets of J2EE application deployment on JBoss, including JSPs, Servlets, EJBs, JMS, JNDI, web services, JavaMail, JDBC, and Hibernate. With the help of this book, you'll: Implement a full J2EE application and deploy it on JBoss Discover how to use the latest features of JBoss 4 and J2EE 1.4, including J2EE-compliant web services Master J2EE application deployment on JBoss with EARs, WARs, and EJB JARs Understand the core J2EE deployment descriptors and how they integrate with JBoss-specific descriptors Base your security strategy on JAAS Written for Java developers who want to use JBoss on their projects, the book covers the gamut of deploying J2EE technologies on JBoss, providing a brief survey of each subject aimed at the working professional with limited time. If you're one of the legions of developers who have decided to give JBoss a try, then JBoss at Work: A Practical Guide is your next logical purchase. It'll show you in plain language how to use the fastest growing open source tool in the industry today. If you've worked with JBoss before, this book will get you up to speed on JBoss 4, JBoss WS (web services), and Hibernate 3.

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## SPRING ROO IN ACTION

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*Simon and Schuster* Summary Spring Roo in Action is a unique book that teaches you how to code Java in Roo, with a particular focus on Spring-based applications. Through hands-on examples, you'll learn how Roo creates well-formed application structures and supports best practices and tools. Plus, you'll get a quick-and-dirty guide to setting up Roo effectively in your environment. About the Technology Roo is a lightweight Java console shell that simplifies compile-time tasks. It improves productivity by enforcing correct coding practices and patterns and integrates with mainstream Java technologies, including ActiveMQ, GWT, JPA, and OSGi. And, when you finish coding, it gets out of the way so there's no runtime impact. About the Book Spring Roo in Action teaches you to code Java more efficiently using Roo. With the help of many examples, it shows you how to build application components from the database layer to the user interface. The book takes a test-first approach and points out how Roo can help automate many of the mundane details of coding Java apps. Along the way, you'll address important topics like security, messaging, and cloud computing. This book is for Java developers who want to get more productive by using Roo. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside Learn Roo from the ground up Integrate with existing projects Create custom add-ons Use Roo with Spring =====  
===== Table of Contents PART 1 STARTING SPRING APPS RAPIDLY WITH ROO What is Spring Roo? Getting started with Roo PART 2 DATABASES AND ENTITIES Database persistence with entities Relationships, JPA, and advanced persistence PART 3 WEB DEVELOPMENT Rapid web applications with Roo Advanced web applications RIA and other web frameworks Configuring security PART 4 INTEGRATION Testing your application Enterprise services—email and messaging Roo add-ons Advanced add-ons and deployment PART 5 ROO IN THE CLOUD Cloud computing Workflow applications using Spring Integration

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## JAVASCRIPT FOR IMPATIENT PROGRAMMERS

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This book makes JavaScript less challenging to learn for newcomers, by offering a modern view that is as consistent as possible. Highlights: Get started quickly, by initially focusing on modern features. Test-driven exercises and quizzes available for most chapters (sold separately). Covers all essential features of JavaScript, up to and including ES2019. Optional advanced sections let you dig deeper. No prior knowledge of JavaScript is required, but you should know how to program.

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## THE C PROGRAMMING LANGUAGE

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*Pearson Educación* Introduces the features of the C programming language, discusses data types, variables, operators, control flow, functions, pointers, arrays, and structures, and looks at the UNIX system interface

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## POWER7 AND POWER7+ OPTIMIZATION AND TUNING GUIDE

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*IBM Redbooks* This IBM® Redbooks® publication provides advice and technical information about optimizing and tuning application code to run on systems that are based on the IBM POWER7® and POWER7+™ processors. This advice is drawn from application optimization efforts across many different types of code that runs under the IBM AIX® and Linux operating systems, focusing on the more pervasive performance opportunities that are identified, and how to capitalize on them. The technical information was developed by a set of domain experts at IBM. The focus of this book is to gather the right technical information, and lay out simple guidance for optimizing code performance on the IBM POWER7 and POWER7+ systems that run the AIX or Linux operating systems. This book contains a large amount of straightforward performance optimization that can be performed with minimal effort and without previous experience or in-depth knowledge. This optimization work can: Improve the performance of the application that is being optimized for the POWER7 system Carry over improvements to systems that are based on related processor chips Improve performance on other platforms The audience of this book is those personnel who are responsible for performing migration and implementation activities on IBM POWER7-based servers, which includes system administrators, system architects, network administrators, information architects, and database administrators (DBAs).

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## IBM INFORMIX DEVELOPER'S HANDBOOK

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*IBM Redbooks* IBM® Informix® is a low-administration, easy-to-use, and embeddable database that is ideal for application development. It supports a wide range of development platforms, such as Java™, .NET, PHP, and web services, enabling developers to build database applications in the language of their choice. Informix is designed to handle RDBMS data and XML without modification and can be extended easily to handle new data sets. This IBM Redbooks® publication provides fundamentals of Informix application development. It covers the Informix Client installation and configuration for application development environments. It discusses the skills and techniques for building Informix applications with Java, ESQL/C, OLE DB, .NET, PHP, Ruby on Rails, DataBlade®, and Hibernate. The book uses code examples to demonstrate how to develop an Informix application with various drivers, APIs, and interfaces. It also provides application development troubleshooting and considerations for performance. This book is intended for developers who use IBM Informix for application development. Although some of the topics that we discuss are highly technical, the information in the book might also be helpful for managers or database administrators who are looking to better understand their

Informix development environment.

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### RATIONAL APPLICATION DEVELOPER V7.5 PROGRAMMING GUIDE

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*IBM Redbooks* IBM® Rational® Application Developer for WebSphere® Software v7.5 (Application Developer, for short) is the full function Eclipse 3.4 based development platform for developing Java™ Standard Edition Version 6 (Java SE 6) and Java Enterprise Edition Version 5 (Java EE 5) applications with a focus on applications to be deployed to IBM WebSphere Application Server and IBM WebSphere Portal. Rational Application Developer provides integrated development tools for all development roles, including Web developers, Java developers, business analysts, architects, and enterprise programmers. Rational Application Developer is part of the IBM Rational Software Delivery Platform (SDP), which contains products in four life cycle categories: - Architecture management, which includes integrated development environments - Change and release management - Process and portfolio management - Quality management This IBM Redbooks™ publication is a programming guide that highlights the features and tooling included with Rational Application Developer v7.5. Many of the chapters provide working examples that demonstrate how to use the tooling to develop applications, as well as achieve the benefits of visual and rapid application development. This publication is an update of Rational Application Developer V7 Programming Guide, SG24-7501.

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### HEAD FIRST C++ PROGRAMMING :

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#### THE DEFINITIVE BEGINNER'S GUIDE.

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*Createspace LLC USA* This C++ Programming book gives a good start and complete introduction for C++ Programming for Beginner's. It has been comprehensively updated for the long-awaited C++ Beginner's from the Best selling Programming Author Harry H Chaudhary. The primary aim of this book is to help the reader understand how the facilities offered by C++ support key programming techniques. The aim is to take the reader far beyond the point where he or she gets code running primarily by copying examples and emulating programming styles from other languages. Anyone can learn C++ Programming through This Book I promise. Most Imp. Feature of this book is-- 1) Learn C++ without fear, 2) This book is for everyone, 3) 160 End of book examples, 4) 200 Practical Codes, 5) At last it goes to Expert level topics such as: \*Software Design & Development Using C++\*, 6) 101 Rules, for Software Design & Development using C++ @ the end of this book. 7) Very Easy Definitions for each topic with code examples and output. While reading this book it is fun and easy to read it. This book is best suitable for first time C++ readers, Covers all fast track topics of C++ for all Computer Science students and Professionals. This book introduces standard C++ and the key programming and design techniques supported by C++. Standard C++ is a far more powerful and polished language than the version of C++ introduced by the first edition of this book. This book presents every major C++ language feature and the standard library. It is organized around language and library facilities. However, features are presented in the context of their use. That is, the focus is on the language as the tool for design and programming rather than on the language in itself. This book demonstrates key techniques that make C++ effective and teaches the fundamental concepts necessary for mastery. As everyone knows that Author Harry is basically known for his Easy way- Programming without fear technique. His book presents world's easiest definitions and codes for beginners. || Inside Chapters. || 1 (Introduction To C++ Programming) 2 (Inside The C++ Language) 3 (Pointers & References) 4 (Understanding Functions) 5 (Structure-Unions-Enumerated Data Types) 6 (Object Oriented Programming Concept) 7 (C++ Classes and Objects) 8 (Constructors and Destructors) 9 (Operator Overloading) 10 (Console Input / Output Streams) 11 (Inheritance Concept in C++) 12 (Virtual Functions-Polymorphism Concept) 13 (Templates Concept In C++) 14 (Exception Handling In C++) 15 (New Features of ANSI C++ Standard) 16 (Working With Files) 17 (String Classes') 18 (Your Brain On C++ ( 160 Multiple Choice Questions)) 19 (Your Brain On C++ (100 Practical Programming Questions)) 20 (Software Design & Development Using C++)

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### MODERN PHP

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#### NEW FEATURES AND GOOD PRACTICES

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"O'Reilly Media, Inc." PHP is experiencing a renaissance, though it may be difficult to tell with all of the outdated PHP tutorials online. With this practical guide, you'll learn how PHP has become a full-featured, mature language with object-orientation, namespaces, and a growing collection of reusable component libraries. Author Josh Lockhart—creator of PHP The Right Way, a popular initiative to encourage PHP best practices—reveals these new language features in action. You'll learn best practices for application architecture and planning, databases, security, testing, debugging, and deployment. If you have a basic understanding of PHP and want to bolster your skills, this is your book. Learn modern PHP features, such as namespaces, traits, generators, and closures Discover how to find, use, and create PHP components Follow best practices for application security, working with databases, errors and exceptions, and more Learn tools and techniques for deploying, tuning, testing, and profiling your PHP applications Explore Facebook's HVVM and Hack language implementations—and how they affect modern PHP Build a local development environment that closely matches your production server

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### THE JAVASCRIPT ANTHOLOGY

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#### 101 ESSENTIAL TIPS, TRICKS & HACKS

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*Sitepoint Pty Limited* Provides a variety of solutions for common JavaScript questions and problems.

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### LIBRARY JOURNAL

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#### RATIONAL APPLICATION DEVELOPER FOR WEBSHERE SOFTWARE V8 PROGRAMMING GUIDE

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*IBM Redbooks* IBM® Rational® Application Developer for WebSphere® Software V8 is the full-function Eclipse 3.6 technology-based development platform for developing Java™ Platform, Standard Edition Version 6 (Java SE 6) and Java Platform, Enterprise Edition Version 6 (Java EE 6) applications. Beyond this function, Rational Application Developer provides development tools for technologies, such as OSGi, Service Component Architecture (SCA), Web 2.0, and XML. It has a focus on applications to be deployed to IBM WebSphere Application Server and IBM WebSphere Portal. Rational Application Developer provides integrated development tools for all development roles, including web developers, Java developers, business analysts, architects, and enterprise programmers. This IBM Redbooks™ publication is a programming guide that highlights the features and tooling included with Rational Application Developer V8.0.1. Many of the chapters provide working examples that demonstrate how to use the tooling to develop applications and achieve the benefits of visual and rapid application development. This publication is an update of Rational Application Developer V7.5 Programming Guide, SG24-7672.

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### LIBRARY JOURNAL

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Includes, beginning Sept. 15, 1954 (and on the 15th of each month, Sept.-May) a special section: School library journal, ISSN 0000-0035, (called Junior libraries, 1954-May 1961). Also issued separately.

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### APPLESCRIPT LANGUAGE GUIDE

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#### ENGLISH DIALECT

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*Addison-Wesley Longman* Apple's definitive guide to the powerful AppleScript scripting language, thisbook provides essential information for Macintosh power users and programmerswho want to use AppleScript to write new scripts, modify existing scripts, orwrite scriptable applications.

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## BUILDING ANDROID APPS WITH HTML, CSS, AND JAVASCRIPT

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"O'Reilly Media, Inc." If you know HTML, CSS, and JavaScript, you already have the tools you need to develop Android applications. This hands-on book shows you how to use these open source web standards to design and build apps that can be adapted for any Android device -- without having to use Java. You'll learn how to create an Android-friendly web app on the platform of your choice, and then convert it to a native Android app with the free PhoneGap framework. Discover why device-agnostic mobile apps are the wave of the future, and start building apps that offer greater flexibility and a broader reach. Learn the basics for making a web page look great on the Android web browser Convert a website into a web application, complete with progress indicators and more Add animation with jQTouch to make your web app look and feel like a native Android app Take advantage of client-side data storage with apps that run even when the Android device is offline Use PhoneGap to hook into advanced Android features -- including the accelerometer, geolocation, and alerts Test and debug your app on the Web under load with real users, and then submit the finished product to the Android Market This book received valuable community input through O'Reilly's Open Feedback Publishing System (OFPS). Learn more at <http://labs.oreilly.com/ofps.html>.

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## EFFECTIVE JAVA

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*Addison-Wesley Professional* Are you looking for a deeper understanding of the Java™ programming language so that you can write code that is clearer, more correct, more robust, and more reusable? Look no further! Effective Java™, Second Edition, brings together seventy-eight indispensable programmer's rules of thumb: working, best-practice solutions for the programming challenges you encounter every day. This highly anticipated new edition of the classic, Jolt Award-winning work has been thoroughly updated to cover Java SE 5 and Java SE 6 features introduced since the first edition. Bloch explores new design patterns and language idioms, showing you how to make the most of features ranging from generics to enums, annotations to autoboxing. Each chapter in the book consists of several "items" presented in the form of a short, standalone essay that provides specific advice, insight into Java platform subtleties, and outstanding code examples. The comprehensive descriptions and explanations for each item illuminate what to do, what not to do, and why. Highlights include: New coverage of generics, enums, annotations, autoboxing, the for-each loop, varargs, concurrency utilities, and much more Updated techniques and best practices on classic topics, including objects, classes, libraries, methods, and serialization How to avoid the traps and pitfalls of commonly misunderstood subtleties of the language Focus on the language and its most fundamental libraries: java.lang, java.util, and, to a lesser extent, java.util.concurrent and java.io Simply put, Effective Java™, Second Edition, presents the most practical, authoritative guidelines available for writing efficient, well-designed programs.

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## AWS LAMBDA IN ACTION

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### EVENT-DRIVEN SERVERLESS APPLICATIONS

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*Simon and Schuster* Summary AWS Lambda in Action is an example-driven tutorial that teaches you how to build applications that use an event-driven approach on the back end. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology With AWS Lambda, you write your code and upload it to the AWS cloud. AWS Lambda responds to the events triggered by your application or your users, and automatically manages the underlying computer resources for you. Back-end tasks like analyzing a new document or processing requests from a mobile app are easy to implement. Your application is divided into small functions, leading naturally to a reactive architecture and the adoption of microservices. About the Book AWS Lambda in Action is an example-driven tutorial that teaches you how to build applications that use an event-driven approach on the back-end. Starting with an overview of AWS Lambda, the book moves on to show you common examples and patterns that you can use to call Lambda functions from a web page or a mobile app. The second part of the book puts these smaller examples together to build larger applications. By the end, you'll be ready to create applications that take advantage of the high availability, security, performance, and scalability of AWS. What's Inside Create a simple API Create an event-driven media-sharing application Secure access to your application in the cloud Use functions from different clients like web pages or mobile apps Connect your application with external services About the Reader Requires basic knowledge of JavaScript. Some examples are also provided in Python. No AWS experience is assumed. About the Author Danilo Poccia is a technical evangelist at Amazon Web Services and a frequent speaker at public events and workshops. Table of Contents PART 1 - FIRST STEPS Running functions in the cloud Your first Lambda function Your function as a web API PART 2 - BUILDING EVENT-DRIVEN APPLICATIONS Managing security Using standalone functions Managing identities Calling functions from a client Designing an authentication service Implementing an authentication service Adding more features to the authentication service Building a media-sharing application Why event-driven? PART 3 - FROM DEVELOPMENT TO PRODUCTION Improving development and testing Automating deployment Automating infrastructure management PART 4 - USING EXTERNAL SERVICES Calling external services Receiving events from other services

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## INTRODUCTION TO PROGRAMMING USING JAVA

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*Orange Grove Text Plus*

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## LEARNING WEB DESIGN

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### A BEGINNER'S GUIDE TO HTML, CSS, JAVASCRIPT, AND WEB GRAPHICS

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"O'Reilly Media, Inc." Do you want to build web pages but have no prior experience? This friendly guide is the perfect place to start. You'll begin at square one, learning how the web and web pages work, and then steadily build from there. By the end of the book, you'll have the skills to create a simple site with multicolumn pages that adapt for mobile devices. Each chapter provides exercises to help you learn various techniques and short quizzes to make sure you understand key concepts. This thoroughly revised edition is ideal for students and professionals of all backgrounds and skill levels. It is simple and clear enough for beginners, yet thorough enough to be a useful reference for experienced developers keeping their skills up to date. Build HTML pages with text, links, images, tables, and forms Use style sheets (CSS) for colors, backgrounds, formatting text, page layout, and even simple animation effects Learn how JavaScript works and why the language is so important in web design Create and optimize web images so they'll download as quickly as possible NEW! Use CSS Flexbox and Grid for sophisticated and flexible page layout NEW! Learn the ins and outs of Responsive Web Design to make web pages look great on all devices NEW! Become familiar with the command line, Git, and other tools in the modern web developer's toolkit NEW! Get to know the super-powers of SVG graphics

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## PRACTICAL CRYPTOGRAPHY

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*John Wiley & Sons Incorporated* Discusses how to choose and use cryptographic primitives, how to implement cryptographic algorithms and systems, how to protect each part of the system and why, and how to reduce system complexity and increase security.

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## A COMPLETE GUIDE TO PROGRAMMING IN C++

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*Jones & Bartlett Learning* This guide was written for readers interested in learning the C++ programming language from scratch, and for both novice and advanced C++ programmers wishing to enhance their knowledge of C++. The text is organized to guide the reader from elementary language concepts to professional software development, with in depth coverage of all the C++ language elements en route.

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## DR. DOBB'S JOURNAL

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### SOFTWARE TOOLS FOR THE PROFESSIONAL PROGRAMMER

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### EFFECTIVE UNIT TESTING

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## A GUIDE FOR JAVA DEVELOPERS

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*Simon and Schuster* Summary **Effective Unit Testing** is written to show how to write good tests—tests that are concise and to the point, expressive, useful, and maintainable. Inspired by Roy Osherove's bestselling *The Art of Unit Testing*, this book focuses on tools and practices specific to the Java world. It introduces you to emerging techniques like behavior-driven development and specification by example, and shows you how to add robust practices into your toolkit. About Testing Test the components before you assemble them into a full application, and you'll get better software. For Java developers, there's now a decade of experience with well-crafted tests that anticipate problems, identify known and unknown dependencies in the code, and allow you to test components both in isolation and in the context of a full application. About this Book **Effective Unit Testing** teaches Java developers how to write unit tests that are concise, expressive, useful, and maintainable. Offering crisp explanations and easy-to-absorb examples, it introduces emerging techniques like behavior-driven development and specification by example. Programmers who are already unit testing will learn the current state of the art. Those who are new to the game will learn practices that will serve them well for the rest of their career. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. About the Author Lasse Koskela is a coach, trainer, consultant, and programmer. He hacks on open source projects, helps companies improve their productivity, and speaks frequently at conferences around the world. Lasse is the author of *Test Driven*, also published by Manning. What's Inside A thorough introduction to unit testing Choosing best-of-breed tools Writing tests using dynamic languages Efficient test automation Table of Contents PART 1 FOUNDATIONS The promise of good tests In search of good Test doubles PART 2 CATALOG Readability Maintainability Trustworthiness PART 3 DIVERSIONS Testable design Writing tests in other JVM languages Speeding up test execution

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## CODE COMPLETE

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*Pearson Education* Widely considered one of the best practical guides to programming, Steve McConnell's original **CODE COMPLETE** has been helping developers write better software for more than a decade. Now this classic book has been fully updated and revised with leading-edge practices—and hundreds of new code samples—illustrating the art and science of software construction. Capturing the body of knowledge available from research, academia, and everyday commercial practice, McConnell synthesizes the most effective techniques and must-know principles into clear, pragmatic guidance. No matter what your experience level, development environment, or project size, this book will inform and stimulate your thinking—and help you build the highest quality code. Discover the timeless techniques and strategies that help you: Design for minimum complexity and maximum creativity Reap the benefits of collaborative development Apply defensive programming techniques to reduce and flush out errors Exploit opportunities to refactor—or evolve—code, and do it safely Use construction practices that are right-weight for your project Debug problems quickly and effectively Resolve critical construction issues early and correctly Build quality into the beginning, middle, and end of your project