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Guide to Web Applications with Macromedia Dreamweaver MX 2004 Using ASP.NET Python Programming Recipes for IoT Applications Cloud-Native Applications in Java Learning ASP.NET Core 3.0 -Second Edition J2EE Technology in Practice Beginning Visual Studio for Mac Building Web Apps with WordPress Debugging Heterogeneous Applications with Pangaea Engineering Production-Grade Shiny Apps Beginning Android Tablet Application Development App Inventor for Android Beginning Backbone.js Rust for the IoT

Highly available microservice-based web apps for Cloud with Java Key Features Take advantage of the simplicity of Spring to build a full-fledged application Let your applications run faster while generating smaller cloud service bills Integrate your application with various tools such as Docker and ElasticSearch and use specific tools in Azure and AWS Book Description Businesses today are evolving so rapidly that they are resorting to the elasticity of the cloud to provide a platform to build and deploy their highly scalable applications. This means developers now are faced with the challenge of building build applications that are native to the cloud. For this, they need to be aware of the environment, tools, and resources they’re coding against. If you’re a Java developer who wants to build secure, resilient, robust, and scalable applications that are targeted for cloud-based deployment, this is the book for you. It will be your one stop guide to building cloud-native applications in Java Spring that are hosted in On-prem or cloud providers - AWS and Azure The book begins by explaining the driving factors for cloud adoption and shows you how cloud deployment is different from regular application deployment on a standard data centre. You will learn about design patterns specific to applications running in the cloud and find out how you can build a microservice in Java Spring using REST APIs You will then take a deep dive into the lifecycle of building, testing, and deploying applications with

maximum automation to reduce the deployment cycle time. Gradually, you will move on to configuring the AWS and Azure platforms and working with their APIs to deploy your application. Finally, you'll take a look at API design concerns and their best practices. You'll also learn how to migrate an existing monolithic application into distributed cloud native applications. By the end, you will understand how to build and monitor a scalable, resilient, and robust cloud native application that is always available and fault tolerant. What you will learn See the benefits of the cloud environment when it comes to variability, provisioning, and tooling support Understand the architecture patterns and considerations when developing on the cloud Find out how to perform cloud-native techniques/patterns for request routing, RESTful service creation, Event Sourcing, and more Create Docker containers for microservices and set up continuous integration using Jenkins Monitor and troubleshoot an application deployed in the cloud environment Explore tools such as Docker and Kubernetes for containerization and the ELK stack for log aggregation and visualization Use AWS and Azure specific tools to design, develop, deploy, and manage applications Migrate from monolithic architectures to a cloud native deployment Who this book is for Java developers who want to build secure, resilient, robust and scalable applications that are targeted for cloud based deployment, will find this book helpful. Some knowledge of Java, Spring, web programming and public cloud providers (AWS, Azure) should be sufficient to get you through the book. Learn step-by-step how to program with the Windows 3.0 Software Developer's Kit. As an expert tutorial, it provides programmers with the techniques needed to develop efficient, effective, and productive Windows applications. Customization tips and advice are also included. Get started programming Rust applications for the Internet of Things (IoT). This book is a programming skills migration book that teaches you the Rust programming techniques most useful for IoT applications. You'll step through

from server to board development in creating a set of IoT applications. In Rust for the IoT, you'll learn how to build a modern server side application using Rust on the backend. Then you'll use docker and Kubernetes to deploy these to a managed cloud. Finally you will use a Raspberry Pi with a SenseHat and Camera to capture the world around you and send that information to the cloud. While you will be able to follow along without any cloud or hardware, to make the most of it we recommend a few cloud pieces and hardware that is designed to integrate with the software in this book. After reading and using this book, you'll see how to apply Rust to the Internet of Things. What You Will Learn Create a modern Rust backend complete with handling eventual consistency and interacting via a GraphQL interface Use the Raspberry PI to serve as a cheap IoT device that one can easily deploy around the house Capture temperature, video, and use the interactive joystick to interact with the software you've created Use OpenCV to perform facial detection from the PI's camera and save that information to the cloud. Create deployable helm charts for the cloud, and for the device create complete ISOs that allow you to easily deploy the Pi's OS + custom software Who This Book Is For You will need to have a basic understanding of cloud application development at a minimum and the basics of Rust coding. This book is for those interested in or working with the IoT and the Raspberry Pi who want to learn how Rust can work for them. For undergraduate/graduate and MBA level Visual Basic courses. This comprehensive text employs the uses of core VB controls to teach programming from the perspective of data entry and processing. It balances this approach to learning with coverage of VB features and fundamentals, providing students with a practical orientation and many interesting programming challenges with direct applicability to future jobs. *Focus on programming problems - Covers code performance and minimization considerations. For example, Chapter 9 gives examples using different algorithms and

shows the differences in speed. Chapter 10 illustrates several code structures that not only minimizes the code but also enhance its maintainability. *Provides students with an emphasis on enhancing data entry efficiency, and considerations associated with data management - rather than the features of VB objects. *Online help file provides pointers to additional information. *Familiarizes students with readily available resources to expand their knowledge of material covered in the text. Beginning with Chapter 2, Look It Up special boxes point to additional useful information in the online MSDN library. *Numerous pro Featuring step-by-step code examples throughout, this introduction to Visual Basic not only explains the "how to" of various VB features, but explores how the VB language features can beput togetherto solve practical application problems. It explains the logic and reasoning behind the code, shows how to evaluate coding alternatives within the context of application specifics, and points out how some "mysterious" VB events can be triggered without "obvious" reasons. Includes special boxedTipswith special coding or design tips for code that is efficient, robust, and free of errors.Some Visual Basic Controls and Events. Data, Operations and Built-in Functions. Decision. Input, Output and Procedures. Repetition. Database and Data Management. Arrays and Their Uses. Special Topics in Data Entry. Menus and Multiple-Form Applications. Object-Based Programming. Object-Oriented Programming.For Visual Basic programmers. This is the first course in a five part series that will provide students with the knowledge to write a Microsoft Visual Basic-based application that accesses data from a database. In this course, students will be introduced to the Visual Basic environment and its main options and characteristics. Students will also learn the strategy for Universal Data Access and the visual data access tools that make it easy for Visual Basic programmers to create data access applications. Total Learning Time: 8 Hours. Get hands-on with the newest version of

Dreamweaver - Macromedia® Dreamweaver® MX 2004! Users create robust Web sites using the database features of Dreamweaver MX 2004 and explore the e-commerce capabilities of the WA PayPal eCommerce Toolkit. Students use these tools to turn the static pages of La Bonne Cuisine - a fictional online catering company ? into a powerful, interactive Web site. Develop and maintain your own exciting Web pages using Application Development with Macromedia® Dreamweaver® MX 2004, using ASP.NET! Goes beyond the basics to show developers not just how to write apps for Android, but how to make their apps great * *By authors with extensive experience building commercial Android apps and training new mobile developers. *Cookbook examples illuminate many core Android development techniques, and can be incorporated directly into production programs. *Covers topics many books skip, including social networking features. *Perfect for all developers familiar with Java and the Eclipse IDE. This hands-on tutorial teaches all essential elements of Android development through practical 'cookbook-style' code examples: sample code that is clear, instructive, and robust enough to be integrated into developers' own production software. The authors base their examples on the newest version of the Android SDK, while also presenting code for widely-used versions including 1.5 and 2.1. Readers will learn how to write new Android apps from scratch - and then improve and extend them with a variety of sophisticated techniques. Coverage includes: * *Getting started with the Android SDK and development platform. *Using the event listener, event manager, and event driven models. *Working around the constraints of Android development. *Mastering activities: intents, bundles, and more *Building effective Android user interfaces with layouts and handlers. *Integrating images, audio, and video into Apps. *Managing networking, data storage, and custom hardware *Sending alerts to users. *Testing and debugging Apps, and much more Note: This book will serve as an ideal complement to our

highly praised Android Wireless Application Development by Shane Conder and Lauren Darcey. Create Android mobile apps, no programming required! Even with limited programming experience, you can easily learn to create apps for the Android platform with this complete guide to App Inventor for Android. App Inventor for Android is a visual language that relies on simple programming blocks that users can drag and drop to create apps. This handy book gives you a series of fully worked-out apps, complete with their programming blocks, which you can customize for your own use or use as a starting point for creating the next killer app. And it's all without writing a single line of code. Don't miss the book's special section on Apps Inventor Design Patterns, which explains computer terms in simple terms and is an invaluable basic reference. Teaches programmers and non-programmers alike how to use App Inventor for Android to create Android apps Provides a series of fully worked-out apps that you can customize, download, and use on your Android phone or use as a starting point for building the next great app Includes a valuable reference section on App Inventor Design Patterns and general computer science concepts Shows you how to create apps that take advantage of the Android smartphone?s handy features, such as GPS, messaging, contacts, and more With App Inventor for Android and this complete guide, you'll soon be creating apps that incorporate all of the Android smartphone's fun features, such as the accelerometer, GPS, messaging, and more. Unlock Spring 5 features to create reactive programs About This Video Learn to make application development simpler and build better Java apps with Spring 5 Explore Spring 5's new features and build reliable and scalable applications Utilize the dynamism of Reactive Spring in your applications In Detail The Spring 5.0 release is by far the most exciting Spring Framework release. Spring 5 brings in support for JetBrains' Kotlin language and the new reactive stack web framework. It helps you build robust, high-performance apps on a low budget. In this course,

you'll learn how to use the Spring 5 framework and unlock its benefits. You'll get started with the features of Spring 5.0 and extend your programming skills to build apps easily. Using the power of beans and dependency injection, you'll learn to wire application components with ease. You'll learn to handle UI-focused tasks better within your application and will then integrate Spring with your database to perform some basic CRUD tasks. We then introduce you to WebFlux, using which you will build a Spring Web App from scratch. Finally, you'll use reactive programming to build an end-to-end application. By the end of the course, you'll have built a solid foundation in Spring 5 that will enable you to quickly make changes or scale up your apps in line with business needs. The book comprehensively covers the most important applications of the internet of things (IoT) using Python programming on Raspberry pi, Micropython Py Board, and NVIDIA Jetson Board. The authors have used an immersive 'hands-on' approach to help readers gain expertise in developing working code for real-world IoT applications. The book focuses on industry-standard embedded platforms for IoT applications. It also gives a glimpse of python programming and setup configuration of these embedded platforms. The later chapter highlights basic interface applications with Raspberry Pi. Exclusive advanced IoT applications on the Micropython Pyboard are also covered. The last two chapters deal with the NVIDIA Jetson Nano board programming for machine learning applications with FoG/cloud computing. The various IoT applications with different embedded platforms in this volume are best-suited for undergraduate/postgraduate students and researchers who want to get exposed to python programming for IoT applications. This book will enable readers to design their own embedded IoT products. Understand the internals and architecture of GraalVM with the help of hands-on experiments and gain deep knowledge that you can apply to improve your application's performance, interoperability, and throughput. Key

FeaturesGenerate faster and leaner code with minimum computing resources for high performanceCompile Java applications faster than ever to a standalone executable called native imagesCreate high-performance polyglot applications that are compatible across various JVM and non-JVM languagesBook Description GraalVM is a universal virtual machine that allows programmers to compile and run applications written in both JVM and non-JVM languages. It improves the performance and efficiency of applications, making it an ideal companion for cloud-native or microservices-based applications. This book is a hands-on guide, with step-by-step instructions on how to work with GraalVM. Starting with a quick introduction to the GraalVM architecture and how things work under the hood, you'll discover the performance benefits of running your Java applications on GraalVM. You'll then learn how to create native images and understand how AOT (ahead-of-time) can improve application performance significantly. The book covers examples of building polyglot applications that will help you explore the interoperability between languages running on the same VM. You'll also see how you can use the Truffle framework to implement any language of your choice to run optimally on GraalVM. By the end of this book, you'll not only have learned how GraalVM is beneficial in cloud-native and microservices development but also how to leverage its capabilities to create high-performing polyglot applications. What you will learnGain a solid understanding of GraalVM and how it works under the hoodWork with GraalVM's high performance optimizing compiler and see how it can be used in both JIT (just-in-time) and AOT (ahead-of-time) modesGet to grips with the various optimizations that GraalVM performs at runtimeUse advanced tools to analyze and diagnose performance issues in the codeCompile, embed, run, and interoperate between languages using Truffle on GraalVMBuild optimum microservices using popular frameworks such as Micronaut and Quarkus to create cloud-native

applicationsWho this book is for This book is for JVM developers looking to optimize their application's performance. You'll also find this book useful if you're a JVM developer looking to explore options to develop polyglot applications using tools from the Python, R, Ruby, or Node.js ecosystem. A solid understanding of software development concepts and prior experience working with programming languages is necessary to get started. Following her widely acclaimedAutobiography of Red("A spellbinding achievement" --Susan Sontag), a new collection of poetry and prose that displays Anne Carson's signature mixture of opposites--the classic and the modern, cinema and print, narrative and verse. InMen in the Off Hours, Carson reinvents figures as diverse as Oedipus, Emily Dickinson, and Audubon. She views the writings of Sappho, St. Augustine, and Catullus through a modern lens. She sets up startling juxtapositions (Lazarus among video paraphernalia; Virginia Woolf and Thucydides discussing war). And in a final prose poem, she meditates on the recent death of her mother. With its quiet, acute spirituality, its fearless wit and sensuality, and its joyful understanding that "the fact of the matter for humans is imperfection,"Men in the Off Hoursshows us "the most exciting poet writing in English today" (Michael Ondaatje) at her best. From the Hardcover edition. Discover practical techniques to build cloud-native apps that are scalable, reliable, and always available. Key Features Build well-designed and secure microservices. Enrich your microservices with continous integration and monitoring. Containerize your application with Docker Deploy your application to AWS. Learn how to utilize the powerful AWS services from within your application Book Description Awarded as one of the best books of all time by BookAuthority, Cloud Native Programming with Golang will take you on a journey into the world of microservices and cloud computing with the help of Go. Cloud computing and microservices are two very important concepts in modern software architecture. They represent key skills that ambitious

software engineers need to acquire in order to design and build software applications capable of performing and scaling. Go is a modern cross-platform programming language that is very powerful yet simple; it is an excellent choice for microservices and cloud applications. Go is gaining more and more popularity, and becoming a very attractive skill. This book starts by covering the software architectural patterns of cloud applications, as well as practical concepts regarding how to scale, distribute, and deploy those applications. You will also learn how to build a JavaScript-based front-end for your application, using TypeScript and React. From there, we dive into commercial cloud offerings by covering AWS. Finally, we conclude our book by providing some overviews of other concepts and technologies that you can explore, to move from where the book leaves off. What you will learn Understand modern software applications architectures Build secure microservices that can effectively communicate with other services Get to know about event-driven architectures by diving into message queues such as Kafka, Rabbitmq, and AWS SQS. Understand key modern database technologies such as MongoDB, and Amazon's DynamoDB Leverage the power of containers Explore Amazon cloud services fundamentals Know how to utilize the power of the Go language to access key services in the Amazon cloud such as S3, SQS, DynamoDB and more. Build front-end applications using ReactJS with Go Implement CD for modern applications Who this book is for This book is for developers who want to begin building secure, resilient, robust, and scalable Go applications that are cloud native. Some knowledge of the Go programming language should be sufficient.To build the front-end application, you will also need some knowledge of JavaScript programming. Designed for researchers and students, Nonlinear Times Series: Theory, Methods and Applications with R Examples familiarizes readers with the principles behind nonlinear time series models—without overwhelming them with difficult mathematical developments. By

focusing on basic principles and theory, the authors give readers the background required to craft their own stochastic models, numerical methods, and software. They will also be able to assess the advantages and disadvantages of different approaches, and thus be able to choose the right methods for their purposes. The first part can be seen as a crash course on "classical" time series, with a special emphasis on linear state space models and detailed coverage of random coefficient autoregressions, both ARCH and GARCH models. The second part introduces Markov chains, discussing stability, the existence of a stationary distribution, ergodicity, limit theorems, and statistical inference. The book concludes with a self-contained account on nonlinear state space and sequential Monte Carlo methods. An elementary introduction to nonlinear state space modeling and sequential Monte Carlo, this section touches on current topics, from the theory of statistical inference to advanced computational methods. The book can be used as a support to an advanced course on these methods, or an introduction to this field before studying more specialized texts. Several chapters highlight recent developments such as explicit rate of convergence of Markov chains and sequential Monte Carlo techniques. And while the chapters are organized in a logical progression, the three parts can be studied independently. Statistics is not a spectator sport, so the book contains more than 200 exercises to challenge readers. These problems strengthen intellectual muscles strained by the introduction of new theory and go on to extend the theory in significant ways. The book helps readers hone their skills in nonlinear time series analysis and their applications. In contrast to classical image analysis methods that employ "crisp" mathematics, fuzzy set techniques provide an elegant foundation and a set of rich methodologies for diverse image-processing tasks. However, a solid understanding of fuzzy processing requires a firm grasp of essential principles and background knowledge. Fuzzy Image Processing and Applications with

MATLAB® presents the integral science and essential mathematics behind this exciting and dynamic branch of image processing, which is becoming increasingly important to applications in areas such as remote sensing, medical imaging, and video surveillance, to name a few. Many texts cover the use of crisp sets, but this book stands apart by exploring the explosion of interest and significant growth in fuzzy set image processing. The distinguished authors clearly lay out theoretical concepts and applications of fuzzy set theory and their impact on areas such as enhancement, segmentation, filtering, edge detection, content-based image retrieval, pattern recognition, and clustering. They describe all components of fuzzy, detailing preprocessing, threshold detection, and match-based segmentation. Minimize Processing Errors Using Dynamic Fuzzy Set Theory This book serves as a primer on MATLAB and demonstrates how to implement it in fuzzy image processing methods. It illustrates how the code can be used to improve calculations that help prevent or deal with imprecision—whether it is in the grey level of the image, geometry of an object, definition of an object's edges or boundaries, or in knowledge representation, object recognition, or image interpretation. The text addresses these considerations by applying fuzzy set theory to image thresholding, segmentation, edge detection, enhancement, clustering, color retrieval, clustering in pattern recognition, and other image processing operations. Highlighting key ideas, the authors present the experimental results of their own new fuzzy approaches and those suggested by different authors, offering data and insights that will be useful to teachers, scientists, and engineers, among others. Beginning Backbone.js is your step-by-step guide to learning and using the Backbone.js library in your web projects. Backbone.js is one of the most popular JavaScript libraries among web developers, used to create modular, single-page web apps. This book takes you from downloading Backbone.js and its dependencies all the way to using more

advanced libraries to structure your application architecture, and everything in between. With a real-world, practical approach, you will learn how you can integrate Backbone.js into the center of your JavaScript stack, and create scalable applications. James Sugrue shows you how to implement all aspects of templating, work efficiently with RequireJS, and fully understand Grunt and all its plug-ins. Armed with this knowledge you'll be able to architect a continuous integration system that is key to real-world applications. With the explosion of JavaScript-based applications on the web, the need for more structured approaches to code management is more important than ever. Backbone.js helps create applications that separate models from views, enabling developers to avoid spaghetti code. Beginning Backbone.js will gently guide you into this amazingly powerful library, and help you ramp up to building professional applications. Integrate Backbone.js into your work today with this indispensable book. What you'll learn Learn the importance of MVC approaches in software development Learn why Backbone.js is so popular and how to integrate it into your JavaScript stack Understand core Backbone.js concepts such as models, views, routers, and events Test your application using the latest JavaScript testing tools Create build scripts using Grunt.js to simplify your build and deployment workflow Use additional libraries to build on the power of Backbone.js Avoid common beginner errors and code using best practices Who this book is for Beginning Backbone.js is for the web developer who is already confident with JavaScript, but who is keen to build larger, single-page web apps. If you want to introduce more structure, quality, and process to your web application using Backbone.js, and other leading JavaScript technologies, this is the book for you. Table of Contents Chapter 1: An Introduction To Backbone.js Chapter 2: Getting Object-Oriented Chapter 3: Backbone.js Model, View, and Collections Chapter 4: Templating with Underscore, Handlebars, and Mustache Chapter 5: Backbone.js Routers and Events Chapter 6:

Backbone.js Start To Finish: Twitter App Example Chapter 7: The Backbone Ecosystem Chapter 8: Testing Your Backbone.js Application Chapter 9: Using Grunt for Your Build Process Chapter 10: Extending Backbone.js with Marionnette Chapter 11: Best Practices With Backbone.js Chapter 12: Creating A Manageable JavaScript Codebase A tool for Python programmers to incorporate the Java class libraries in their programs, so they don't have to create their own each time. It contains fast track sections at the end of each chapter, review questions and activities to provide extra practice for newcomers. A full-color, fast-paced introduction to developing tablet applications using Android The new release of Android 3 brings the full power of Android to tablet computing and this hands-on guide offers an introduction to developing tablet applications using this new Android release. Veteran author Wei-Meng Lee explains how Android 3 is specifically optimized for tablet computing and he details Android's tablet-specific functions. Beginning with the basics, this book moves at a steady pace to provide everything you need to know to begin successfully developing your own Android tablet applications. Serves as a full-color, hands-on introduction to developing tablet applications with the new Android 3 Offers a helpful overview of Android 3 programming for tablets Details the components of Android tablet applications Highlights ways to build the Android user interface for tablets, create location-based services, publish Android applications, use Eclipse for Android development, and employ the Android emulator Beginning Android Tablet Application Development is an ideal starting point for getting started with using Android 3 to develop tablet applications. Introduces Microsoft's Windows interface program, covers text display, graphics, and other areas, and includes sample code in C and C++ Praise for the Linux Standard Base "Community-built software and community-built standards are two sides of the same coin. Standards help ensure that the freedom to invent, the essence of open source and Linux,

doesn''t compromise the ability to write software that works together effectively. The LSB is an important set of standards for the Linux community." Brian Behlendorf, Apache Software Foundation, CollabNet"With the recent success of the LSB and the adoption on a wide scale of the LSB standards, building applications that are standards-compliant has become a much easier and more necessary part of the development on Linux as a platform." Jeffrey "Hemos" Bates, Editor, Slashdot.org"In the days before the LSB, every change and every improvement we wanted to make to our Linux product was subject to somebody saying, ''But wait! I depend on that!'' The LSB laid out what interfaces were defined and how they should be used. Since the LSB was adopted, we have been free to innovate without fear of breaking somebody else''s assumptions. The success of the LSB recommended it as the starting point for the U.S. Department of Defense''s Common Operating Environment (COE) specification for Linux. Without the LSB, there would be no COE-certified Red Hat products today." Michael Tiemann, Chief Technology Officer, Red Hat, Inc."As an active LSB member, SUSE LINUX is committed both to providing customers with standardized Linux technology and to simplifying ISV''s and IHV''s Linux certification efforts. The availability of common standards plays a decisive role in the proliferation of Linux operating systems and applications on server and client systems worldwide, and we appreciate the LSB project''s work in developing and promoting these standards." Markus Rex, General Manager of SUSE LINUX for Novell"We are very happy to see the progress of LSB, both in the definition of the standard and in its broad support. LSB is an important part of our strategy and MandrakeSoft will continue to support the efforts of LSB to define a standardized ABI and encourage ISVs to build and certify to this standard." Francois Bancilhon, Chief Executive Officer, MandrakeSoft"The launch of the LSB is a significant development for the Linux community. For the very first time in history, a common binary computing

environment will be able to be shared across different systems from different vendors. The LSB will play a pivotal role in ensuring the proper development of the Linux market. Sun Wah Linux is excited about this phenomenon and is dedicated to supporting LSB''s future efforts and endeavors." Alex Banh, Chief Executive Officer, Sun Wah Linux, P.R.C. An initiative of the Free Standards Group, the Linux Standard Base (LSB) is a set of standards designed to increase compatibility among Linux distributions and enable applications to run on any LSB-compliant system. The advent of LSB 2.0 is revolutionary in that it allows ISVs to create "shrink-wrapped software" for the Linux platform much in the same way they already do for Windows. Written by the team that created the LSB, Building Applications with the Linux Standard Base shows developers how to create, test, and certify software for LSB 2.0 compliance. The book''s hands-on approach lets readers quickly understand how to write Linux applications that are portable across multiple distributions, including those from SuSE, Mandrake, and Solaris. The accompanying CD-ROM contains the full LSB 2.0 specification and the sample program files used in the book. Coverage includes LSB coding practices Software packing and installation issues UNIX-to-Linux migration tips Testing Linux distribution and applications for LSB compatibility Examples of applications using the LSB Relevant standards for Linux This is a hands-on book with plenty of well-explained code. Each chapter has a standalone project in which a complete web application with specific features of a social networking site is emphasized. The final chapter of the book is a project that has a complete and fully developed social networking site. Each chapter begins with a brief description of the features of the Internet service and the market it is within. After extracting the main features of the service, the chapter goes into explaining how a clone of the service can be designed, followed by a short description of the technologies and platforms being used. The bulk of the chapter goes into describing how the

clone is built, with step-by-step explanations and code examples. Finally, the chapter shows how the finished clone can be deployed on the Internet. This book is written for web application programmers with an intermediate knowledge of Ruby. You should also know how web applications work and you have used at least some of the cloned Internet services before. If you are a trying to find out exactly how can you make your very own customized applications such as TinyURL, Twitter, Flickr, or Facebook, this book is for you. Programmers who want to include features of these Internet services into their own web applications will also find this book interesting. Learn all the Java and Android skills you need to start making powerful mobile applications About This Book Kick-start your Android programming career, or just have fun publishing apps to the Google Play marketplace A first-principles introduction to Java, via Android, which means you'll be able to start building your own applications from scratch Learn by example and build three real-world apps and over 40 mini apps throughout the book Who This Book Is For Are you trying to start a career in programming, but haven't found the right way in? Do you have a great idea for an app, but don't know how to make it a reality? Or maybe you're just frustrated that “to learn Android, you must know java.” If so, Android Programming for Beginners is for you. You don't need any programming experience to follow along with this book, just a computer and a sense of adventure. What You Will Learn Master the fundamentals of coding Java for Android Install and set up your Android development environment Build functional user interfaces with the Android Studio visual designer Add user interaction, data captures, sound, and animation to your apps Manage your apps' data using the built-in Android SQLite database Find out about the design patterns used by professionals to make top-grade applications Build, deploy, and publish real Android applications to the Google Play marketplace In Detail Android is the most popular OS in the world. There are

millions of devices accessing tens of thousands of applications. It is many people's entry point into the world of technology; it is an operating system for everyone. Despite this, the entry-fee to actually make Android applications is usually a computer science degree, or five years' worth of Java experience. Android Programming for Beginners will be your companion to create Android applications from scratch—whether you're looking to start your programming career, make an application for work, be reintroduced to mobile development, or are just looking to program for fun. We will introduce you to all the fundamental concepts of programming in an Android context, from the Java basics to working with the Android API. All examples are created from within Android Studio, the official Android development environment that helps supercharge your application development process. After this crash-course, we'll dive deeper into Android programming and you'll learn how to create applications with a professional-standard UI through fragments, make location-aware apps with Google Maps integration, and store your user's data with SQLite. In addition, you'll see how to make your apps multilingual, capture images from a device's camera, and work with graphics, sound, and animations too. By the end of this book, you'll be ready to start building your own custom applications in Android and Java. Style and approach With more than 40 mini apps to code and run, Android Programming for Beginners is a hands-on guide to learning Android and Java. Each example application demonstrates a different aspect of Android programming. Alongside these mini apps, we push your abilities by building three larger applications to demonstrate Android application development in context. Conallen introduces architects and designers and client/server systems to issues and techniques of developing software for the Web. He expects readers to be familiar with object-oriented principles and concepts, particularly with UML (unified modeling language), and at least one Web application architecture or environment. The

second edition incorporates both technical developments and his experience since 1999. He does not provide a bibliography. Annotation copyrighted by Book News, Inc., Portland, OR Profit with Amazon Web Services—as a Buyer, Seller, or Independent Developer In a few short years, Amazon has evolved from an online bookstore into a complex marketplace comprised of thousands of vendors, millions of customers, and an ever-widening selection of products. With the launch of Amazon Web Services, buyers and sellers have unprecedented access to the immense body of data underpinning this marketplace. Mining Amazon Web Services: Building Applications with the Amazon API shows you what you can do with these powerful tools, and exactly how to do it. As a buyer, you'll build applications that let you comparison-shop far more effectively, consistently saving money and finding exactly the right product. As a seller, you'll leverage Amazon Web Services in ways that help you attract more customers, make more commissioned referrals, and improve your bottom line. This book is also a great resource for independent developers who want to create and publish—even make money with—applications for others. Here's some of what you'll find covered inside: Performing complex product searches Analyzing the data obtained in your searches Connecting Amazon Web Services to a local database Building a Web Services-based shopping cart Using Amazon-supported search technologies, including XML over HTTP and SOAP Improving speed and reliability Building applications for mobile devices Building and publishing applications for others All that's required is some basic experience with any one of several programming languages, including VBA, Visual Basic 6, Visual C++ 6, Visual Basic .NET, Visual C# .NET, Java, and PHP, all of which are fully represented in the book's downloadable code. Presented in full color, Engineering Production-Grade Shiny Apps helps people build production-grade shiny applications, by providing advice, tools, and a methodology to work on web applications with R. This book

starts with an overview of the challenges which arise from any big web application project: organizing work, thinking about the user interface, challenges of teamwork & production environment. Then, it moves to a step by step methodology that goes from the idea to the end application. Each part of this process will cover in detail a series of tools and methods to use while building production-ready shiny applications. Finally, the book will end with a series of approaches and advice about optimizations for production. Features: Focused on practical matters: this book will not cover Shiny concepts, but practical tools and methodologies to use for production. Based on experience: this book will be a formalization of several years of experience building Shiny applications. Original content: this book will present new methodology and tooling, not just do a review of what already exists. Engineering Production-Grade Shiny Apps covers medium to advanced content about Shiny, so it will help people that are already familiar with building apps with Shiny, and who want to go one step further. Build an application from backend to browser with Node.js, and kick open the doors to real-time event programming. With this hands-on book, you'll learn how to create a social network application similar to LinkedIn and Facebook, but with a real-time twist. And you'll build it with just one programming language: JavaScript. If you're an experienced web developer unfamiliar with JavaScript, the book's first section introduces you to the project's core technologies: Node.js, Backbone.js, and the MongoDB data store. You'll then launch into the project—a highly responsive, highly scalable application—guided by clear explanations and lots of code examples. Learn about key modules in Node.js for building real-time apps Use the Backbone.js framework to write clean browser code, and maintain better data integration with MongoDB Structure project files as a foundation for code that will arrive later Create user accounts and learn how to secure the data Use Backbone.js templates to build the application's UIs, and

integrate access control with Node.js Develop a contact list to help users link to and track other accounts Use Socket.io to create real-time chat functionality Extend your UIs to give users up-to-the-minute information Digital Signal Processing and Applications with the TMS320C6713 and TMS320C6416 DSK Now in a new edition—the most comprehensive, hands-on introduction to digital signal processing The first edition of Digital Signal Processing and Applications with the TMS320C6713 and TMS320C6416 DSK is widely accepted as the most extensive text available on the hands-on teaching of Digital Signal Processing (DSP). Now, it has been fully updated in this valuable Second Edition to be compatible with the latest version (3.1) of Texas Instruments Code Composer Studio (CCS) development environment. Maintaining the original's comprehensive, hands-on approach that has made it an instructor's favorite, this new edition also features: Added program examples that illustrate DSP concepts in real-time and in the laboratory Expanded coverage of analog input and output New material on frame-based processing A revised chapter on IIR, which includes a number of floating-point example programs that explore IIR filters more comprehensively More extensive coverage of DSP/BIOS All programs listed in the text—plus additional applications—which are available on a companion website No other book provides such an extensive or comprehensive set of program examples to aid instructors in teaching DSP in a laboratory using audio frequency signals—making this an ideal text for DSP courses at the senior undergraduate and postgraduate levels. It also serves as a valuable resource for researchers, DSP developers, business managers, and technology solution providers who are looking for an overview and examples of DSP algorithms implemented using the TMS320C6713 and TMS320C6416 DSK. PLEASE PROVIDE SUMMARY A beginner's guide to building fully functioning web applications from scratch using the latest features of ASP.NET Core 3 and C# 8 Key Features Get to grips with the new features

and APIs in ASP.NET Core 3, EF Core 3, and Blazor Create web APIs that integrate your applications with other systems and services Learn to deploy your web applications in new environments such as the cloud and Docker containers Book Description ASP.NET Core is an open source framework from Microsoft that makes it easy to build highly efficient and dynamic cross-platform web applications. Updated for the latest features of ASP.NET Core 3, this second edition will equip you with the skills you need to build powerful web applications. The book starts with an introduction to ASP.NET Core and its features, giving you a complete understanding of the framework. You will also learn how to set up your development environment with Visual Studio 2019 and build a fully functioning application from scratch. You'll then understand core concepts for building web applications such as Model View Controller (MVC), dependency injection, and WebSockets. As you advance, you'll discover how to use Entity Framework Core 3 to automate all database-related activities for your application. You will then build and document secure web APIs using security best practices to protect your web applications from threats and vulnerabilities. Finally, you will learn how to use Azure DevOps as a CI/CD tool to deploy and monitor your applications using Microsoft Azure, Amazon Web Services (AWS), and Docker. By the end of this book, you'll have the skills you need to develop efficient and robust web applications in ASP.NET Core 3. What you will learn Delve into basic and advanced ASP.NET Core 3 concepts with the help of examples Build an MVC web application and use Entity Framework Core 3 to access data Add web APIs to your web applications using RPC, REST, and HATEOAS Create a fully automated continuous integration and continuous delivery (CI/CD) pipeline using Azure DevOps Use Azure, Amazon Web Services, and Docker to deploy and monitor your applications Secure your web application from common attacks such as Cross-Site Scripting and SQL injection Explore client-side development

using C# Razor components Who this book is for This book is for developers who want to build modern web applications with ASP.NET Core. The book will also be helpful for anyone working in infrastructure engineering and operations to monitor and diagnose problems during the runtime of ASP.NET Core 3.0 web applications. Although no prior understanding of ASP.NET or .NET Core is required, basic C# programming knowledge is assumed. Quickly learn how to get the most out of the Visual Studio for Mac integrated development environment (IDE). Microsoft has invested heavily to deliver their very best development tools and platforms to other operating systems. Visual Studio for Mac is a powerful developer tool that reinforces Microsoft's "mobile-first", "cloud-first", and "any developer, any platform, any device" strategy. With the author's guided expertise and extensive code samples, you will understand how to leverage the most useful tools in Visual Studio for Mac, the code editor, and the powerful debugger. You also will appreciate the author's guidance on collaborating with other team members using integrated tooling for the Git source control engine. Whether you are a Mac developer interested in cross-platform development or a Windows developer using a Mac, Beginning Visual Studio for Mac will quickly get you up to speed! What You'll Learn Prepare, configure, and debug in the Mac development environment Create cross-platform mobile apps for Android, iOS, and Windows with Xamarin and C# in Visual Studio for Mac Build cross-platform Web applications with .NET Core using Visual Studio for Mac Customize your productive and collaborative development environment Who This Book Is For Software developers using a Mac computer who want to build mobile or web applications that run on multiple operating systems The authors of the bestselling Teach Yourself Visual Basic in 21 Days lead readers from writing simple programs to developing real-world, professional applications. Focusing on developing multimedia applications, the guide also reveals how to market and sell a product. A CD-ROM

disc presents source codes as well as bonus applications. WordPress is much more than a blogging platform. As this practical guide clearly demonstrates, you can use WordPress to build web apps of any type—not mere content sites, but full-blown apps for specific tasks. If you have PHP experience with a smattering of HTML, CSS, and JavaScript, you'll learn how to use WordPress plugins and themes to develop fast, scalable, and secure web apps, native mobile apps, web services, and even a network of multiple WordPress sites. The authors use examples from their recently released SchoolPress app to explain concepts and techniques throughout the book. All code examples are available on GitHub. Compare WordPress with traditional app development frameworks Use themes for views, and plugins for backend functionality Get suggestions for choosing WordPress plugins—or build your own Manage user accounts and roles, and access user data Build asynchronous behaviors in your app with jQuery Develop native apps for iOS and Android, using wrappers Incorporate PHP libraries, external APIs, and web service plugins Collect payments through ecommerce and membership plugins Use techniques to speed up and scale your WordPress app The authoritative programming guide to the WAP standard from the creators of this breakthrough technology The Wireless Application Protocol (WAP) is the key force turning mass market wireless phones into Internet companions. These lightweight, inexpensive smart phones are well equipped for high-quality voice communication, modest-bandwidth (9-14 Kbps) data communication, seamless Internet connectivity, and access to Internet services via built-in WAP microbrowsers. Written with the creators of WAP, this book/CD-ROM package will guide you through the process of creating software for WAP-enabled cell phones and handheld devices. Steve Mann presents practical tools, code snippets, and complete applications that will help you best utilize WAP. He introduces you to the Wireless Markup Language (WML) that you'll be able to use to create WAP

applications. And you'll learn about the key features of WMLScript, including the lightweight procedural capabilities and function libraries it adds to WML. Mann also: * Takes you step by step through the process of creating a real-world WAP application * Describes techniques for optimizing WAP applications * Shows how to create more sophisticated and interesting applications using graphics * Discusses the issues you'll need * in order to build WAP applications that will work around the world * Explains some of the advanced extensions to WAP * Suggests future directions in which WAP may evolve The CD-ROM includes: * All the source code from the book * A searchable version of the * unabridged WAP standard * The latest release of Phone.com's WAP Software Developer's Kit, containing the tools and documentation required to build real-world WAP applications Phone.com is a leading provider of WAP software and SDKs to developers, wireless carriers, and phone manufacturers. Phone.com cofounded the WAP Forum in 1997 and chaired the WAP Forum's first Board of Directors. Phone.com's software architects, who contributed to this book, chair WAP's technical specification committees. For more information about Phone.com and the Wireless Application Protocol, please visit www.phone.com For more information about the Wireless Application Standard,please refer to the Official Wireless Application Protocol: The Complete Standard with Searchable CD-ROM published by John Wiley & Sons, ISBN 0-471-32755-7 at www.wiley.com/compbooks/WAP This IBM® Redbooks® publication discusses the value proposition of cross-channel solutions and describes the IBM Retail Integration Framework Commerce Product Strategy solution and service-oriented architecture (SOA) as an enabler. In depth, this book describes cross-channel processes and cross-channel features and proposes scenarios and configurations to meet the challenges in a competitive environment. This book describes the latest features and techniques of IBM WebSphere® Commerce Version 7. In it,

we present an overview of the WebSphere Commerce order and inventory management systems, the distributed order management (referred to as DOM throughout this book) integration framework, and a sample DOM integration scenario. We discuss the Madisons starter store (Web 2.0 storefront) and present a hands-on experience that integrates MapQuest with the WebSphere Commerce V7 Store Locator feature. We discuss how a merchant can use the mobile features that are included in WebSphere Commerce V7 to define e-Marketing Spots and promotion for mobile users. In addition, we demonstrate how to use Google Maps with the Store Locator feature on a mobile device. We include in this book an example about how to apply WebSphere Commerce features on a cross-channel solution as applied at the Easy Hogary Construccion home improvement retail company in South America. The scenario explains how to scale from an SOA store to a cross-channel business model. This book is designed for use by WebSphere Commerce developers, practitioners, and solution architects in various industries. The definitive guide to building data-driven Android applications for enterprise systems Android devices represent a rapidly growing share of the mobile device market. With the release of Android 4, they are moving beyond consumer applications into corporate/enterprise use. Developers who want to start building data-driven Android applications that integrate with enterprise systems will learn how with this book. In the tradition of Wrox Professional guides, it thoroughly covers sharing and displaying data, transmitting data to enterprise applications, and much more. Shows Android developers who are not familiar with database development how to design and build data-driven applications for Android devices and integrate them with existing enterprise systems Explores how to collect and store data using SQLite, share data using content providers, and display data using adapters Covers migrating data using various methods and tools; transmitting data to the enterprise using web services;

serializing, securing, and synchronizing data Shows how to take advantage of the built-in capabilities of the Android OS to integrate applications into enterprise class systems Enterprise Android prepares any Android developer to start creating data-intensive applications that today's businesses demand.

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- Digital Signal Processing Applications With The TMS320 Family
- Designing Enterprise Applications With The J2EE Platform
- Building Web Applications With UML
- Android Programming For Beginners
- Building Multichannel Applications With WebSphere Commerce
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