

Java Phrasebook Developers Library

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Cloud Native Go Kevin Hoffman 2016-12-05 The Complete Guide to Building Cloud-Based Services Cloud Native Go shows developers how to build massive cloud applications that meet the insatiable demands of today's customers, and will dynamically scale to handle virtually any volume of data, traffic, or users. Kevin Hoffman and Dan Nemeth describe the modern cloud-native application in detail, illuminating factors, disciplines, and habits associated with rapid, reliable cloud-native development. They also introduce Go, a "simply elegant" high-performance language that is especially well-suited for cloud development. You'll walk through creating microservices in Go, adding front-end web components using ReactJS and Flux, and mastering advanced Go-based cloud-native techniques. Hoffman and Nemeth show how to build a continuous delivery pipeline with tools like Wercker, Docker, and Dockerhub; automatically push apps to leading platforms; and systematically monitor app performance in production. Learn "The Way of the Cloud": why developing good cloud software is fundamentally about mindset and discipline Discover why Go is ideal for cloud-native microservices development Plan cloud apps that support continuous delivery and deployment Design service ecosystems, and then build them in a test-first manner Push work-in-progress to a cloud Use Event Sourcing and CQRS patterns to react and respond to enormous volume and throughput Secure cloud-based web applications: do's, don'ts, and options Create reactive applications in the cloud with third-party messaging providers Build massive-scale, cloud-friendly GUIs with React and Flux Monitor dynamic scaling, failover, and fault tolerance in the cloud

Objective-C Phrasebook David Chisnall 2011-01-25 Objective-C Phrasebook gives you the code phrases you need to quickly and effectively complete your programming projects with Objective-C, on systems including iOS and Mac OS X. Concise and Accessible Easy to carry and easy to use – lets you ditch all those bulky books for one portable pocket guide Flexible and Functional Packed with more than 100 customizable code snippets – so you can readily code elegant Objective-C in just about any situation

Object-Oriented Design Using Java Dale John Skrien 2008-03-01 The primary strength of Object-Oriented Design Using Java is that it has one of the best presentations of problem solving using patterns available. It has received rave reviews from instructors and has been class tested at a number of schools where the response from both professors and students has been extremely positive. This book is intended for the object-oriented programming design course where UML is used extensively for design and notation. It has been especially designed to be accessible to students and is full of real-world examples, case studies, and other aids to assist student understanding.

Agile Web Development with Rails 5 Sam Ruby 2016-10 Rails 5 and Ruby 2.2 bring many improvements, including new APIs and substantial performance enhancements, and the fifth edition of this award-winning classic is now updated! If you're new to Rails, you'll get step-by-step guidance. If you're an experienced developer, this book will give you the comprehensive, insider information you need for the latest version of Ruby on Rails. Ruby on Rails helps you produce high-quality, beautiful-looking web applications quickly. You concentrate on creating the application, and Rails takes care of the details. Learn Rails the way the Rails core team recommends it, along with the tens of thousands of developers who have used this broad, far-reaching tutorial and reference. We start with a step-by-step walkthrough of building a real application, and in-depth chapters look at the built-in Rails features. Follow along with an extended tutorial as you write a web-based store application. Eliminate tedious configuration and housekeeping; internationalize your applications; incorporate Ajax, REST, web services, and e-mail handling into your applications; test your applications as you write them using the built-in testing frameworks; and deploy your applications easily and securely. New in this edition is coverage of Action Cable, and completely updated code for Rails 5. Rails 1.0 was released in December 2005, more than 10 years ago. This book was there from the start, and didn't just evolve alongside Rails, it evolved with Rails. It has been developed in consultation with the Rails core team. In fact, Rails itself is tested against the code in this book. What You Need: All you need is a Windows, Mac OS X, or Linux machine to do development on. This book will take you through the steps to install Rails and its dependencies. If you aren't familiar with the Ruby programming language, this book contains a chapter that covers the basics necessary to understand the material in the book.

Arc of Justice Kevin Boyle 2007-04-01 An electrifying story of the sensational murder trial that divided a city and ignited the civil rights struggle In 1925, Detroit was a smoky swirl of jazz and speakeasies, assembly lines and fistfights. The advent of automobiles had brought workers from around the globe to compete for manufacturing jobs, and tensions often flared with the KKK in ascendance and violence rising. Ossian Sweet, a proud Negro doctor-grandson of a slave-had made the long climb

from the ghetto to a home of his own in a previously all-white neighborhood. Yet just after his arrival, a mob gathered outside his house; suddenly, shots rang out: Sweet, or one of his defenders, had accidentally killed one of the whites threatening their lives and homes. And so it began—a chain of events that brought America's greatest attorney, Clarence Darrow, into the fray and transformed Sweet into a controversial symbol of equality. Historian Kevin Boyle weaves the police investigation and courtroom drama of Sweet's murder trial into an unforgettable tapestry of narrative history that documents the volatile America of the 1920s and movingly re-creates the Sweet family's journey from slavery through the Great Migration to the middle class. Ossian Sweet's story, so richly and poignantly captured here, is an epic tale of one man trapped by the battles of his era's changing times. *Arc of Justice* is the winner of the 2004 National Book Award for Nonfiction.

Cocoa Design Patterns Erik Buck 2009-09-01 "Next time some kid shows up at my door asking for a code review, this is the book that I am going to throw at him." — Aaron Hillegass, founder of Big Nerd Ranch, Inc., and author of *Cocoa Programming for Mac OS X* Unlocking the Secrets of Cocoa and Its Object-Oriented Frameworks Mac and iPhone developers are often overwhelmed by the breadth and sophistication of the Cocoa frameworks. Although Cocoa is indeed huge, once you understand the object-oriented patterns it uses, you'll find it remarkably elegant, consistent, and simple. *Cocoa Design Patterns* begins with the mother of all patterns: the Model-View-Controller (MVC) pattern, which is central to all Mac and iPhone development. Encouraged, and in some cases enforced by Apple's tools, it's important to have a firm grasp of MVC right from the start. The book's midsection is a catalog of the essential design patterns you'll encounter in Cocoa, including Fundamental patterns, such as enumerators, accessors, and two-stage creation Patterns that empower, such as singleton, delegates, and the responder chain Patterns that hide complexity, including bundles, class clusters, proxies and forwarding, and controllers And that's not all of them! *Cocoa Design Patterns* painstakingly isolates 28 design patterns, accompanied with real-world examples and sample code you can apply to your applications today. The book wraps up with coverage of Core Data models, AppKit views, and a chapter on Bindings and Controllers. *Cocoa Design Patterns* clearly defines the problems each pattern solves with a foundation in Objective-C and the Cocoa frameworks and can be used by any Mac or iPhone developer.

Expert Delphi Pawel Glowacki 2017-06-30 Become a developer superhero and build stunning cross-platform apps with Delphi About This Book A one-stop guide on Delphi to help you build cross-platform apps This book covers important concepts such as the FireMonkey library, shows you how to interact with the Internet of Things, and enables you to integrate with Cloud services The code is explained in detail with observations on how to create native apps for iOS and Android with a single code base Who This Book Is For If you want to create stunning applications for mobile, desktop, the cloud, and the Internet of Things, then this book is for you. This book is for developers who would like to build native cross-platform apps with a single codebase for iOS and Android. A basic knowledge of Delphi is assumed, although we do cover a primer on the language. What You Will Learn Understand the basics of Delphi and the FireMonkey application platform as well as the specifics of Android and iOS platforms Complete complex apps quickly with access to platform features and APIs using a single, easy-to-maintain code base Work with local data sources, including embedded SQL databases, REST servers, and Backend-as-a-Service providers Take full advantage of mobile hardware capabilities by working with sensors and Internet of Things gadgets and devices Integrate with cloud services and data using REST APIs and scalable multi-tier frameworks for outstanding multi-user and social experience Architect and deploy powerful mobile back-end services and get super-productive by leveraging Delphi IDE agile functionality Get to know the best practices for writing a high-quality, reliable, and maintainable codebase in the Delphi Object Pascal language In Detail Delphi is the most powerful Object Pascal IDE and component library for cross-platform native app development. It enables building natively compiled, blazingly fast apps for all major platforms including Android, iOS, Windows, Mac, and Linux. If you want to build server-side applications, create web services, and have clear GUIs for your project, then this book is for you. The book begins with a basic primer on Delphi helping you get accustomed to the IDE and the Object Pascal language and will then quickly move on to advanced-level concepts. Through this book, we'll help you understand the architecture of applications and will teach you the important concepts of the FireMonkey library, show you how to build server-side services, and enable you to interact with the Internet of Things. Towards the end, you will learn to integrate your app with various web services and deploy them. By the end of the book, you will be able to build powerful, cross-platform, native apps for iOS and Android with a single code base. Style and approach This book will help you build cross-platform mobile apps with Delphi using a step-by-step approach.

Essential App Engine Adriaan de Jonge 2012 The complete guide to developing and deploying fast Google App Engine cloud systems: performance-driven techniques for every Java developer * *Teaches everything Java programmers need to know to build complex, production quality applications, via a single book-length case study. *Introduces a performance-driven approach that also ensures maintainability, and presents practices and principles for improving performance even more *For every Java programmer seeking a seamless path to highly-scalable cloud application development. Cloud computing fundamentally changes the way applications are created and managed. When done right, system administration becomes trivial, and concerns about adequate hardware, capacity planning, or scalability are virtually eliminated. With Google's App Engine, millions of Java developers can quickly begin to develop cost-effective systems to operate in the cloud. However, when Java developers use familiar frameworks and techniques to build these systems, they often encounter surprising, unexpected performance problems. *Essential App Engine* teaches a start-to-finish approach to performance-driven App Engine development with Java. Through a complete, book-length case study, Java developers master all the concepts and techniques they need, from application design through data storage, task scheduling through security. Coverage includes: * *Systematically maximizing performance without compromising maintainability -- creating applications that are 10x+ faster on cold startup, and offer quick server response throughout their sessions. *Avoiding or minimizing the use of frameworks and

libraries that cause performance problems. *Improving browser performance through the proper use of HTTP, HTML, CSS, JavaScript, and profiling. *Modeling data for App Engine's non-SQL data storage. *Ensuring app quality and managing development efficiently, through deployment and beyond.

Ajax Programming for the Absolute Beginner Jerry Lee Ford 2009 Using games as an example, describes how to write computer programs using Ajax.

Little People, Big Dreams Sticker Activity Book Maria Isabel Sanchez Vegara 2020-09-29 A Sticker Activity Book full of all of your favorite characters from Little People, BIG DREAMS

Data Analytics for Beginners Robert J. Woz 2017-10 If you are convinced that the world today is producing more data than the previous decades, then you understand that processing yesterday's data for today's use at times is not enough. The level of data analysis that is needed in highly competitive business environment needs to be processed, analyzed and used immediately for businesses to be ahead of their competition. Having this in mind, you need to understand from the ground up, what data is, the different types of data and how you should identify the right data for your business. To help you understand the simple basics of data and how it needs to be analyzed, then Data Analytics for Beginners is the book that you have been waiting for. The size and type of business you are running doesn't matter because after all, it will depend on your ability to understand the data that your business is exposed to so as to make better business decisions for the current working environment and the future. Are there patterns in your business that you cannot see? Do you want to make sense of the shopping trends of your clients to better enrich their experience? Do you want to know your target market even more? Do you want to better derive insights from the feedback your clients give you? These questions can only be answered when you perform a data analysis for your business. Collecting the data is one thing, analyzing them is another matter entirely as it is not something that can be done haphazardly by just looking at the data. If you hope to understand your data well, you need to understand the data you are collecting, the methods to use and the right tools to use when analyzing the data. Inside you will find valuable steps and tools that will help make your information work for you. Do not let yourself get complacent, stop looking at the data that you collect each day and start analyzing your data to move your business up. Get started by buying this book today! Inside you will find How data should be understood? Terms and concepts used in data analysis. Data mining and the different kinds of databases used to store data. How information can be retrieved and manipulated in the database to create a visual representation of what you want to know? The life cycle of data analysis. And more...

The Python 3 Standard Library by Example Doug Hellmann 2017-06-14 This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Master the Powerful Python 3 Standard Library through Real Code Examples "The genius of Doug's approach is that with 15 minutes per week, any motivated programmer can learn the Python Standard Library. Doug's guided tour will help you flip the switch to fully power-up Python's batteries." – Raymond Hettinger, Distinguished Python Core Developer The Python 3 Standard Library contains hundreds of modules for interacting with the operating system, interpreter, and Internet – all extensively tested and ready to jump-start application development. Now, Python expert Doug Hellmann introduces every major area of the Python 3.x library through concise source code and output examples. Hellmann's examples fully demonstrate each feature and are designed for easy learning and reuse. You'll find practical code for working with text, data structures, algorithms, dates/times, math, the file system, persistence, data exchange, compression, archiving, crypto, processes/threads, networking, Internet capabilities, email, developer and language tools, the runtime, packages, and more. Each section fully covers one module, with links to additional resources, making this book an ideal tutorial and reference. The Python 3 Standard Library by Example introduces Python 3.x's new libraries, significant functionality changes, and new layout and naming conventions. Hellmann also provides expert porting guidance for moving code from 2.x Python standard library modules to their Python 3.x equivalents. Manipulate text with string, textwrap, re (regular expressions), and difflib Use data structures: enum, collections, array, heapq, queue, struct, copy, and more Implement algorithms elegantly and concisely with functools, itertools, and contextlib Handle dates/times and advanced mathematical tasks Archive and data compression Understand data exchange and persistence, including json, dbm, and sqlite Sign and verify messages cryptographically Manage concurrent operations with processes and threads Test, debug, compile, profile, language, import, and package tools Control interaction at runtime with interpreters or the environment

A Practical Guide to Testing Wireless Smartphone Applications Julian Harty 2009-10-26 Testing applications for mobile phones is difficult, time-consuming, and hard to do effectively. Many people have limited their testing efforts to hands-on testing of an application on a few physical handsets, and they have to repeat the process every time a new version of the software is ready to test. They may miss many of the permutations of real-world use, and as a consequence their users are left with the unpleasant mess of a failing application on their phone. Test automation can help to increase the range and scope of testing, while reducing the overhead of manual testing of each version of the software. However automation is not a panacea, particularly for mobile applications, so we need to pick our test automation challenges wisely. This book is intended to help software and test engineers pick appropriately to achieve more; and as a consequence deliver better quality, working software to users. This Synthesis lecture provides practical advice based on direct experience of using software test automation to help improve the testing of a wide range of mobile phone applications, including the latest AJAX applications. The focus is on applications that rely on a wireless network connection to a remote server, however the principles may apply to other related fields and applications. We start by explaining terms and some of the key challenges involved in testing smartphone applications. Subsequent chapters describe a type of application e.g. markup, AJAX, Client, followed by a related chapter on how to test each of these applications. Common test automation techniques are covered in a separate chapter, and finally there is a brief chapter on when to test manually. The book also contains numerous pointers and links to further material to

help you to improve your testing using automation appropriately. Table of Contents: Introduction / Markup Languages / Testing Techniques for Markup Applications / AJAX Mobile Applications / Testing Mobile AJAX Applications / Client Applications / Testing Techniques for Client Applications / Common Techniques / When to Test Manually / Future Work / Appendix A: Links and References / Appendix B: Data Connectivity / Appendix C: Configuring Your Machine

Forthcoming Books Rose Army 2002

Computer Mathematics Kiyoshi Shirayanagi 2001 This volume covers some of the most recent and significant advances in computer mathematics, including algebraic, symbolic, numeric and geometric computation, automated mathematical reasoning, mathematical software and computer-aided geometric design. Researchers, engineers, academics and graduate students interested in doing mathematics using computers will find this volume good reading and a valuable reference. Contents: Solution of a Linear Differential Equations in the Form of Power Series and Its Application (T Kitamoto); On the Specification for Solvers of Polynomial Systems (D Lazard); OMEI: An Open Mathematical Engine Interface (W Liao et al.); Polynomial Solutions of Algebraic Differential Equations (Y Ma & X-S Gao); FIGUE: Mathematical Formula Layout with Interaction and MathML Support (H Naciri & L Rideau); An Inductive Approach to Formalizing Notions of Number Theory Proofs (T M Rasmussen); A Generalized Algorithm for Computing Characteristic Sets (D Wang); Action Refinement for Timed LOTOS (J Wu); Exact Analytical Solutions to a Set of Coupled Nonlinear Differential Equations Using Symbolic Computation (R-X Yao & Z-B Li); and other papers. Readership: Researchers, engineers, academics and graduate students in numerical & computational mathematics, theoretical computer science, mathematical modeling, analysis & differential equations, software engineering/programming, algebra & number theory, and logic.

The Go Programming Language Phrasebook David Chisnall 2012-05-01 The Go Programming Language Phrasebook Essential Go code and idioms for all facets of the development process This guide gives you the code “phrases” you need to quickly and effectively complete a wide variety of projects with Go, today’s most exciting new programming language. Tested, easy-to-adapt code examples illuminate every step of Go development, helping you write highly scalable, concurrent software. You’ll master Go-specific idioms for working with strings, collections, arrays, error handling, goroutines, slices, maps, channels, numbers, dates, times, files, networking, web apps, the runtime, and more. Concise and Accessible Easy to carry and easy to use: Ditch all those bulky books for one portable pocket guide Flexible and Functional Packed with more than 100 customizable code snippets: Quickly create solid Go code to solve just about any problem Register your book at informit.com/register for convenient access to downloads, updates, and corrections as they become available.

Rapid GUI Programming with Python and Qt Mark Summerfield 2007-10-18 Whether you’re building GUI prototypes or full-fledged cross-platform GUI applications with native look-and-feel, PyQt 4 is your fastest, easiest, most powerful solution. Qt expert Mark Summerfield has written the definitive best-practice guide to PyQt 4 development. With Rapid GUI Programming with Python and Qt you’ll learn how to build efficient GUI applications that run on all major operating systems, including Windows, Mac OS X, Linux, and many versions of Unix, using the same source code for all of them. Summerfield systematically introduces every core GUI development technique: from dialogs and windows to data handling; from events to printing; and more. Through the book’s realistic examples you’ll discover a completely new PyQt 4-based programming approach, as well as coverage of many new topics, from PyQt 4’s rich text engine to advanced model/view and graphics/view programming. Every key concept is illuminated with realistic, downloadable examples – all tested on Windows, Mac OS X, and Linux with Python 2.5, Qt 4.2, and PyQt 4.2, and on Windows and Linux with Qt 4.3 and PyQt 4.3.

Java in 24 Hours, Sams Teach Yourself (Covering Java 8) Rogers Cadenhead 2014-05-05 Sams Teach Yourself Java in 24 Hours, Seventh Edition Covers Java 8 and Android Development In just 24 lessons of one hour or less, you can learn the fundamentals of Java programming. In this book’s straightforward, step-by-step approach, each lesson builds on everything that’s come before, helping readers learn Java’s core features and techniques from the ground up. Friendly, accessible, and conversational, this book offers a practical grounding in the language, without ever becoming overwhelming or intimidating. Full-color figures and clear instructions visually show you how to program with Java. Popular author Rogers Cadenhead helps you master the skills and technology you need to create desktop and web programs, web services, and even an Android app in Java. Learn how to... Set up your Java programming environment Write your first working program in just minutes Control program decisions and behavior Store and work with information Build straightforward user interfaces Create interactive web programs Use threading to build more responsive programs Read and write files and XML data Master best practices for object-oriented programming Create flexible, interoperable web services with JAX-WS Use Java to create an Android app Expand your skills with closures, the powerful new capability introduced in Java 8 Contents at a Glance PART I: Getting Started 1 Becoming a Programmer 2 Writing Your First Program 3 Vacationing in Java 4 Understanding How Java Programs Work PART II: Learning the Basics of Programming 5 Storing and Changing Information in a Program 6 Using Strings to Communicate 7 Using Conditional Tests to Make Decisions 8 Repeating an Action with Loops PART III: Working with Information in New Ways 9 Storing Information with Arrays 10 Creating Your First Object 11 Describing What Your Object Is Like 12 Making the Most of Existing Objects PART IV: Programming a Graphical User Interface 13 Building a Simple User Interface 14 Laying Out a User Interface 15 Responding to User Input 16 Building a Complex User Interface PART V: Moving into Advanced Topics 17 Storing Objects in Data Structures 18 Handling Errors in a Program 19 Creating a Threaded Program 20 Using Inner Classes and Closures 21 Reading and Writing Files 22 Creating Web Services with JAX-WS 23 Creating Java2D Graphics 24 Writing Android Apps Appendixes A Using the NetBeans Integrated Development Environment B Where to Go from Here: Java Resources C This Book’s Website D Setting Up an Android Development Environment

The Daily Show (The Book) Chris Smith 2016-11-22 The complete, uncensored history of the award-winning The Daily Show with Jon Stewart, as told by its correspondents, writers, and host. For almost seventeen years, The Daily Show with Jon

Stewart brilliantly redefined the borders between television comedy, political satire, and opinionated news coverage. It launched the careers of some of today's most significant comedians, highlighted the hypocrisies of the powerful, and garnered 23 Emmys. Now the show's behind-the-scenes gags, controversies, and camaraderie will be chronicled by the players themselves, from legendary host Jon Stewart to the star cast members and writers-including Samantha Bee, Stephen Colbert, John Oliver, Steve Carell, Lewis Black, Jessica Williams, John Hodgman, and Larry Wilmore-plus some of The Daily Show's most prominent guests and adversaries: John and Cindy McCain, Glenn Beck, Tucker Carlson, and many more. This oral history takes the reader behind the curtain for all the show's highlights, from its origins as Comedy Central's underdog late-night program hosted by Craig Kilborn to Jon Stewart's long reign to Trevor Noah's succession, rising from a scrappy jester in the 24-hour political news cycle to become part of the beating heart of politics-a trusted source for not only comedy but also commentary, with a reputation for calling bullshit and an ability to effect real change in the world. Through years of incisive election coverage, Jon Stewart's emotional monologue in the wake of 9/11, his infamous confrontation on Crossfire, passionate debates with President Obama and Hillary Clinton, feuds with Bill O'Reilly and Fox, the Indecisions, Mess O'Potamia, and provocative takes on Wall Street and racism, The Daily Show has been a cultural touchstone. Now, for the first time, the people behind the show's seminal moments come together to share their memories of the last-minute rewrites, improvisations, pranks, romances, blow-ups, and moments of Zen both on and off the set of one of America's most groundbreaking shows.

The British National Bibliography Arthur James Wells 2009

Clojure for the Brave and True Daniel Higginbotham 2015-10-15 For weeks, months—nay!—from the very moment you were born, you've felt it calling to you. At long last you'll be united with the programming language you've been longing for: Clojure! As a Lisp-style functional programming language, Clojure lets you write robust and elegant code, and because it runs on the Java Virtual Machine, you can take advantage of the vast Java ecosystem. Clojure for the Brave and True offers a "dessert-first" approach: you'll start playing with real programs immediately, as you steadily acclimate to the abstract but powerful features of Lisp and functional programming. Inside you'll find an offbeat, practical guide to Clojure, filled with quirky sample programs that catch cheese thieves and track glittery vampires. Learn how to: – Wield Clojure's core functions – Use Emacs for Clojure development – Write macros to modify Clojure itself – Use Clojure's tools to simplify concurrency and parallel programming Clojure for the Brave and True assumes no prior experience with Clojure, the Java Virtual Machine, or functional programming. Are you ready, brave reader, to meet your true destiny? Grab your best pair of parentheses—you're about to embark on an epic journey into the world of Clojure!

Roots of the State Benjamin Read 2012-04-11 Most social science studies of local organizations tend to focus on "civil society" associations, voluntary associations independent from state control, whereas government-sponsored organizations tend to be theorized in totalitarian terms as "mass organizations" or manifestations of state corporatism. Roots of the State examines neighborhood associations in Beijing and Taipei that occupy a unique space that exists between these concepts. Benjamin L. Read views the work of the neighborhood associations he studies as a form of "administrative grassroots engagement." States sponsor networks of organizations at the most local of levels, and the networks facilitate governance and policing by building personal relationships with members of society. Association leaders serve as the state's designated liaisons within the neighborhood and perform administrative duties covering a wide range of government programs, from welfare to political surveillance. These partly state-controlled entities also provide a range of services to their constituents. Neighborhood associations, as institutions initially created to control societies, may underpin a repressive regime such as China's, but they also can evolve to empower societies, as in Taiwan. This book engages broad and much-discussed questions about governance and political participation in both authoritarian and democratic regimes.

Linux for Developers William Rothwell 2017-04-17 Linux for Developers shows you how to start writing great code for Linux, whether you're a Linux user with little or no coding experience, or an experienced Windows programmer. Leading IT trainer/author William "Bo" Rothwell begins with a clear and up-to-date review of modern open source software, including the licensing arrangements and tradeoffs all developers need to understand. He presents essential skills for both Linux command line and GUI environments, introducing text editors and other tools for efficient coding. Building on this knowledge, Rothwell introduces scripting tools such as Bash, Python, and Perl, as well as traditional object-oriented programming languages such as Java, C++, and C. Finally, he presents a full section on the powerful Git version control system, teaching skills you can use in Linux and many other environments. Access Linux systems, use GUIs, and work at the command line Learn how Linux organizes files and navigate its filesystem Use basic developer commands such as gzip and grep Edit programs with vi and vim, and explore alternative editors Perform basic sysadmin tasks that developers often need to handle Compare Linux languages to choose the best one for each task Write Bash scripts that interact with users or other shell features Program with Python and Perl: flow control, variables, and more Understand Linux features related to building C, C++, and Java programs Stay on top of complex projects with GIT revision control Work in GIT: staging, committing, branches, diffs, merges, and patches Manage local and remote GIT repositories This guide's modular coverage helps you quickly access whatever information you need right now.

Eloquent Ruby Russ Olsen 2011-02-07 It's easy to write correct Ruby code, but to gain the fluency needed to write great Ruby code, you must go beyond syntax and absorb the "Ruby way" of thinking and problem solving. In Eloquent Ruby, Russ Olsen helps you write Ruby like true Rubyists do – so you can leverage its immense, surprising power. Olsen draws on years of experience internalizing the Ruby culture and teaching Ruby to other programmers. He guides you to the "Ah Ha!" moments when it suddenly becomes clear why Ruby works the way it does, and how you can take advantage of this language's elegance and expressiveness. Eloquent Ruby starts small, answering tactical questions focused on a single statement,

method, test, or bug. You'll learn how to write code that actually looks like Ruby (not Java or C#); why Ruby has so many control structures; how to use strings, expressions, and symbols; and what dynamic typing is really good for. Next, the book addresses bigger questions related to building methods and classes. You'll discover why Ruby classes contain so many tiny methods, when to use operator overloading, and when to avoid it. Olsen explains how to write Ruby code that writes its own code – and why you'll want to. He concludes with powerful project-level features and techniques ranging from gems to Domain Specific Languages. A part of the renowned Addison-Wesley Professional Ruby Series, Eloquent Ruby will help you “put on your Ruby-colored glasses” and get results that make you a true believer.

C++ Primer Plus Stephen Prata 2004-11-15 If you are new to C++ programming, C++ Primer Plus, Fifth Edition is a friendly and easy-to-use self-study guide. You will cover the latest and most useful language enhancements, the Standard Template Library and ways to streamline object-oriented programming with C++. This guide also illustrates how to handle input and output, make programs perform repetitive tasks, manipulate data, hide information, use functions and build flexible, easily modifiable programs. With the help of this book, you will: Learn C++ programming from the ground up. Learn through real-world, hands-on examples. Experiment with concepts, including classes, inheritance, templates and exceptions. Reinforce knowledge gained through end-of-chapter review questions and practice programming exercises. C++ Primer Plus, Fifth Edition makes learning and using important object-oriented programming concepts understandable. Choose this classic to learn the fundamentals and more of C++ programming.

Python Cookbook David Beazley 2013-05-10 If you need help writing programs in Python 3, or want to update older Python 2 code, this book is just the ticket. Packed with practical recipes written and tested with Python 3.3, this unique cookbook is for experienced Python programmers who want to focus on modern tools and idioms. Inside, you'll find complete recipes for more than a dozen topics, covering the core Python language as well as tasks common to a wide variety of application domains. Each recipe contains code samples you can use in your projects right away, along with a discussion about how and why the solution works. Topics include: Data Structures and Algorithms Strings and Text Numbers, Dates, and Times Iterators and Generators Files and I/O Data Encoding and Processing Functions Classes and Objects Metaprogramming Modules and Packages Network and Web Programming Concurrency Utility Scripting and System Administration Testing, Debugging, and Exceptions C Extensions

Javascript Phrasebook Christian Wenz 2007 A pocket reference that helps Web developers get up to speed on the latest JavaScript techniques with AJAX.

Sams Teach Yourself Java in 24 Hours Rogers Cadenhead 2011-10-21 Offers an updated tutorial for beginners explaining how to use Java to create desktop and Web programs, applications, and web services.

Java Phrasebook Timothy R. Fisher 2006-11-06 Essential Code and Commands Java Phrasebook gives you the code phrases you need to quickly and effectively complete your programming projects in Java. Concise and Accessible Easy to carry and easy to use—lets you ditch all those bulky books for one portable guide Flexible and Functional Packed with more than 100 customizable code snippets—so you can readily code functional Java in just about any situation Timothy Fisher has been working professionally in the Java software development field since 1997 and is currently a consultant for the Compuware Corporation in Detroit, Michigan. He enjoys writing about technology and has been a contributor to Java Developer's Journal and XML Journal. Tim is also passionate about education and the use of advanced Internet technologies for education. Programming / Java

On the Move! Michael Teitelbaum 2009-01-06 Rita, Dan, Max and Ted are on the move in Trucktown! Kids will have hands-on fun with a movable part on each spread! Swing Wrecker Rosie's wrecking ball, spin Monster Truck Max's wheel, dump gravel from Dump Truck Dan's bed, and move Tow Truck Ted's hook up and down as he saves a good friend!

The Butterfly Alphabet Book Jerry Pallotta 2016-08-09 Welcome to the wonder and beauty of butterflies! Look through the wings of a Transparent, marvel at the size of the Queen Alexandra Birdwing, and try to find the camouflaged Indian Leaf Butterfly! Learn about these amazing butterflies, and more, as you read from A to Z about a group of the world's most beautiful insects. Jerry Pallotta and Brian Cassie's fun, informative text, accompanied by Mark Astrella's detailed and breathtaking illustrations, will be a sure favorite with both the young butterfly lover and the experienced lepidopterist!

Sams Teach Yourself Java 2 in 24 Hours Rogers Cadenhead 1999 Demonstrates the power of the programming language while explaining how to use Java to spice up a Web page with games, animation, and special effects

Python Phrasebook Brad Dayley 2006 A pocket guide jam-packed with immediately useful and essential code phrases for the Python developer's everyday use!

Professional Web APIs with PHP Paul Reinheimer 2006-07-06 Offers hands-on tips and numerous code examples that show Web developers how to leverage content and feeds from today's top Web sites-including Google, eBay, PayPal, Amazon, Yahoo!, and FedEx Introduces APIs (Application Program Interfaces) in general and uses real-world examples that show how to produce and document them Explains how to use the popular scripting language PHP to create APIs that interact with unrelated applications over the Web Examples take readers through each stage of the API process, from basic test implementations to integration with existing sites

Grammatical Framework Arne Ranta 2011 Grammatical Framework is a programming language designed for writing grammars, which has the capability of addressing several languages in parallel. This thorough introduction demonstrates how to write grammars in Grammatical Framework and use them in applications such as tourist phrasebooks, spoken dialogue systems, and natural language interfaces. The examples and exercises presented here address several languages, and the readers are shown how to look at their own languages from the computational perspective.

Making Things Happen Scott Berkun 2008-05 Offers a collection of essays on philosophies and strategies for defining,

leading, and managing projects. This book explains to technical and non-technical readers alike what it takes to get through a large software or web development project. It does not cite specific methods, but focuses on philosophy and strategy.

Learning AngularJS Brad Dayley 2014-11-28 Learning AngularJS Get started with AngularJS web development fast AngularJS is one of the most exciting and innovative new technologies emerging in the world of web development. Designed to simplify the development and testing of web applications, it also provides structure for the entire development process. Websites are no longer simple static content – instead, websites have become much more dynamic, with a single page often serving as the entire site or application. And AngularJS allows web developers to build the necessary programming logic for such applications directly into a web page, binding the data model for the client web application to backend services and databases. AngularJS also allows the extension of HTML so that the UI design logic can be expressed easily in an HTML template file. Learning AngularJS shows you how to create powerful, interactive web applications that have a well-structured, reusable code base that will be easy to maintain. You'll also learn how to leverage AngularJS's innovative MVC approach to implement well-designed and well-structured web pages and web applications. Understand how AngularJS is organized and learn best practices for designing AngularJS applications Find out how to define modules and utilize dependency injection Quickly build AngularJS templates with built-in directives that enhance the user experience Bind UI elements to your data model, so changes to your model and UI occur automatically in tandem Define custom AngularJS directives that extend HTML Implement zoomable images, expandable lists, and other rich UI components Implement client-side services that interact with web servers Build dynamic browser views to provide even richer user interaction Create custom services you can easily reuse Design unit and end-to-end tests for AngularJS applications Contents at a Glance 1 Jumping Into JavaScript Setting Up a JavaScript Development Environment Using Node.js Defining Variables Understanding JavaScript Data Types Using Operators Implementing Looping Creating Functions Understanding Variable Scope Using JavaScript Objects Manipulating Strings Working with Arrays Adding Error Handling 2 Getting Started with AngularJS Why AngularJS? Understanding AngularJS An Overview of the AngularJS Life Cycle Separation of Responsibilities Integrating AngularJS with Existing JavaScript and jQuery Adding AngularJS to Your Environment Bootstrapping AngularJS in an HTML Document Using the Global APIs Creating a Basic AngularJS Application Using jQuery or jQuery Lite in AngularJS Applications 3 Understanding AngularJS Application Dynamics Looking at Modules and Dependency Injection Defining an AngularJS Module Object Creating Providers in AngularJS Modules Implementing Providers and Dependency Injection Applying Configuration and Run Blocks to Modules 4 Implementing the Scope as a Data Model Understanding Scopes Implementing Scope Hierarchy 5 Using AngularJS Templates to Create Views Understanding Templates Using Expressions Using Filters Creating Custom Filters 6 Implementing Directives in AngularJS Views Understanding Directives Using Built-in Directives 7 Creating Your Own Custom Directives to Extend HTML Understanding Custom Directive Definitions Implementing Custom Directives 8 Using Events to Interact with Data in the Model Browser Events User Interaction Events Adding \$watches to Track Scope Change Events Emitting and Broadcasting Custom Events 9 Implementing AngularJS Services in Web Applications Understanding AngularJS Services Using the Built-in Services Using the \$q Service to Provide Deferred Responses 10 Creating Your Own Custom AngularJS Services Understanding Custom AngularJS Services Integrating Custom Services into Your AngularJS Applications 11 Creating Rich Web Application Components the AngularJS Way Building a Tabbed View Implementing Draggable and Droppable Elements 204 Adding a Zoom View Field to Images Implementing Expandable and Collapsible Elements Adding Star Ratings to Elements A Testing AngularJS Applications Deciding on a Testing Platform Understanding AngularJS Unit Tests Understanding AngularJS End-to-End Testing

Programming in Go Mark Summerfield 2012-05-01 Your Hands-On Guide to Go, the Revolutionary New Language Designed for Concurrency, Multicore Hardware, and Programmer Convenience Today's most exciting new programming language, Go, is designed from the ground up to help you easily leverage all the power of today's multicore hardware. With this guide, pioneering Go programmer Mark Summerfield shows how to write code that takes full advantage of Go's breakthrough features and idioms. Both a tutorial and a language reference, Programming in Go brings together all the knowledge you need to evaluate Go, think in Go, and write high-performance software with Go. Summerfield presents multiple idiom comparisons showing exactly how Go improves upon older languages, calling special attention to Go's key innovations. Along the way, he explains everything from the absolute basics through Go's lock-free channel-based concurrency and its flexible and unusual duck-typing type-safe approach to object-orientation. Throughout, Summerfield's approach is thoroughly practical. Each chapter offers multiple live code examples designed to encourage experimentation and help you quickly develop mastery. Wherever possible, complete programs and packages are presented to provide realistic use cases, as well as exercises. Coverage includes Quickly getting and installing Go, and building and running Go programs Exploring Go's syntax, features, and extensive standard library Programming Boolean values, expressions, and numeric types Creating, comparing, indexing, slicing, and formatting strings Understanding Go's highly efficient built-in collection types: slices and maps Using Go as a procedural programming language Discovering Go's unusual and flexible approach to object orientation Mastering Go's unique, simple, and natural approach to fine-grained concurrency Reading and writing binary, text, JSON, and XML files Importing and using standard library packages, custom packages, and third-party packages Creating, documenting, unit testing, and benchmarking custom packages

Essential Hindi Richard Delacy 2014-09-16 This portable, user – friendly Hindi language guide, phrasebook & dictionary is the cheapest and easiest way to learn Hindi before and during your trip. If you only want to purchase one Hindi language book—Essential Hindi is the way to go. Part of Tuttle Publishing's Essential Series, it is a great first introduction and beginner guide to the language of India and is also designed as a Hindi phrasebook, making it the most versatile Hindi language learning tool on the market. Perfect for business people or tourist traveling to India or for students who want to supplement

their learning, this book's easy indexing feature allows it to act as a Hindi phrase book or as an English – Hindi Dictionary. A clever "point to" feature allows you to simply point to a phrase translated in Hindi without the need to say a single word or read a single character. Terms and phrases cover all your conversations via mobile phones, internet, and social media in a way that will help you make the most of the language. In addition, sentences on the essentials of travel make it easier for visitors to navigate the basics of arranging accommodations, dining out, dealing with transportation and emergencies, and much more. Essential Hindi includes: Over 1,500 necessary sentences for everyday use. A glossary containing over 2,000 terms and expressions. Extensive notes on Hindi grammar and pronunciation. A handy format for finding the information you need quickly and easily. Look up the latest Hindi vocabulary and phrases for smartphones, blogging, Facebook and Twitter. Let Essential Hindi guide you in making the right word choices when communicating with friends and business colleagues, and the world!

Objective-C Phrasebook David Chisnall 2012 Offers more than one hundred customizable code phrases for Objective-C programming projects.

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