Bol Application Programming Guide

OpenGL ES 2.0 is the industry’s leading software interface and graphics library for rendering sophisticated 3D graphics on handheld and embedded devices. With OpenGL ES 2.0, the full programmability of shaders is now available on small and portable devices—including cell phones, PDAs, consoles, appliances, and vehicles. However, OpenGL ES differs significantly from OpenGL. Graphics programmers and mobile developers have had very little information about it—until now. In the OpenGL® ES 2.0 Programming Guide , three leading authorities on the Open GL ES 2.0 interface—including the specification’s editor—provide start-to-finish guidance for maximizing the interface’s value in a wide range of high-performance applications. The authors cover the entire API, including Khronos-ratified extensions. Using detailed C-based code examples, they demonstrate how to set up and program every aspect of the graphics pipeline. You’ll move from introductory techniques all the way to advanced per-pixel lighting, particle systems, and performance optimization. Coverage includes: Shaders in depth: creating shader objects, compiling shaders, checking for compile errors, attaching shader objects to program objects, and linking final program objects The OpenGL ES Shading Language: variables, types, constructors, structures, arrays, attributes, uniforms, varyings, precision qualifiers, and invariance Inputting geometry into the graphics pipeline, and assembling geometry into primitives Vertex shaders, their special variables, and their use in per-vertex lighting, skinning, and other applications Using fragment shaders—including examples of multitexturing, fog, alpha test, and user clip planes Fragment operations: scissor test, stencil test, depth test, multisampling, blending, and dithering Advanced rendering: per-pixel lighting with normal maps, environment mapping, particle systems, image post-processing, and projective texturing Real-world programming challenges: platform diversity, C++ portability, OpenKODE, and platform-specific shader binaries
This volume presents a short guide to the extensive literature concerning semir ings along with a complete bibliography. The literature has been created over many years, in variety of languages, by authors representing different schools of mathematics and working in various related fields. In many instances the terminology used is not universal, which further compounds the difficulty of locating pertinent sources even in this age of the Internet and electronic dis semination of research results. So far there has been no single reference that could guide the interested scholar or student to the relevant publications. This book is an attempt to fill this gap. My interest in the theory of semirings began in the early sixties, when to gether with Bogdan W ~glorz I tried to investigate some algebraic aspects of compactifications of topological spaces, semirings of semicontinuous functions, and the general ideal theory for special semirings. (Unfortunately, local alge braists in Poland told me at that time that there was nothing interesting in investigating semiring theory because ring theory was still being developed). However, some time later we became aware of some similar investigations hav ing already been done. The theory of semirings has remained "my first love" ever since, and I have been interested in the results in this field that have been appearing in literature (even though I have not been active in this area myself).
Paperbound Books in Print
Visual QuickStart Guide
OpenGL ES 2.0 Programming Guide
NBS Computer User's Guide
(1968)
Byte

For more than 40 years, Computerworld has been the leading source of technology news and information for IT influencers worldwide. Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network.

T-SQL is the fundamental language for database programming in SQL Server 2005. All professional SQL Server users need a convenient single source of information and advice. This book provides that, clearly and comprehensively. Both database administrators and developers will find this highly readable, detailed description of T-SQL an eye-opening and invaluable reference for as long as they work with SQL Server 2005.

The COBOL Presentation Manager Programming Guide

Official Gazette of the United States Patent and Trademark Office

New Ways of Running Batch Applications on z/OS: Volume 4 IBM IMS

Software Tools for the Professional Programmer

XML

A Guide to SQL Server 2000 Transactional and Snapshot Replication

Teaches Android programming through structured exercises that cover the entire development process, guiding readers through building a mobile biking app that can track mileage and routes.
Master Metal: The Next-Generation Graphics and GPU Programming Platform for Apple Developers Metal enables Apple developers to maximize performance in demanding tasks like 3D graphics, games, scientific programming, visualization, and GPU-accelerated machine learning. Metal® Programming Guide is the authoritative, practical guide to Metal for all iOS programmers who are interested in graphics programming but don’t know where to start. Pioneering Apple developer Janie Clayton covers everything from basic draw calls to advanced parallel computing, combining easy-to-understand conceptual explanations with well-tested Swift 4/Xcode 9 sample code (available for download at GitHub). Clayton introduces the essential Metal, graphics, and math concepts every graphics programmer needs to know. She also discusses key graphics-specific libraries, concepts, and Metal Classes, presenting techniques and examples you’ll find valuable for both graphics and data processing. Clayton also provides coverage of the Metal Compute Pipeline, demonstrating practical GPU programming applications ranging from image processing to neural networking. Quickly get a basic Metal project running Work with Metal resources and memory management Learn how shaders are compiled and accessed by the CPU Program both 2D and 3D graphics with Metal Import 3D models and assets from Blender, Maya, and other programs Apply imported textures to model objects Use multipass rendering to efficiently implement computationally expensive techniques Leverage tessellation to reduce mesh detail Use the GPU for a wide spectrum of general-purpose computing applications Get started with the Metal Performance Shaders Framework
Metal Programming Guide
InfoWorld
Computerworld
1976: January-June: Index
Integer Programming and Related Areas A Classified Bibliography 1976-1978
Unix and C Programming

This book, written by a veteran author with decades of experience in the field of database access and manipulations, walks new readers through the intricacies of developing data-driven solutions using C# 2005 and ADO.NET 2.0. Helpful for those new to the .NET 2.0 technologies or new to data access and manipulation in general, this book surely gives these developers a thorough but easy-to-understand introduction to C# databases. The book is a revision of a successful title with Apress that still sells to this day, and includes tighter focus on newer .NET technologies, creating higher commercial appeal.

Discussing new and existing features, SQL Server designer and administrator Michael Coles takes you on an expert guided tour of Transact–SQL functionality in SQL Server 2008 in his book, Pro T–SQL 2008 Programmer's Guide. Fully functioning examples and downloadable source code bring Coles' technically accurate and engaging treatment of Transact–SQL into your own hands. Step–by–step explanations ensure clarity, and an advocacy of best–practices will steer you down the road to success. Pro T–SQL 2008 Programmer's Guide is every developer's key to making full use of SQL Server 2008's powerful, built–in Transact–SQL language. Transact–SQL is the language developers and DBAs use to interact with SQL Server. It's used for everything from querying data, to writing stored procedures, to managing the database. New features in SQL Server 2008 include a spatial data type, SQLCLR integration, the MERGE statement, a dramatically improved and market–leading XML feature set, and support for encryption—all of which are covered in this book

Patents

A Primer and Programming Guide

A Guide to the Literature on Semirings and their Applications in Mathematics and Information Sciences

Introduction to COBOL

The Programmer's Brain

Catalog of Copyright Entries

All-in-One is All You Need Get complete coverage of all three Microsoft Certified IT Professional database administration exams for SQL Server 2005 in this comprehensive volume. Written by a SQL Server expert and MCITP, this definitive exam guide features learning objectives at the beginning of each chapter, exam tips, practice questions, and in-depth explanations. Detailed and authoritative, the book serves as both a complete certification study guide and an essential on-the-job reference. Get full details on all exam topics including how to: Install and configure SQL Server 2005 Use Transact-SQL Manage server infrastructure design Optimize databases Secure databases and servers Ensure high availability Implement backup and recovery strategies Maximize the built-in administration tools Use Business Intelligence tools, including SSIS and SSRS Manage concurrency Electronic content features: Six full practice exams--two for each exam: 70-431, 70-443, and 70-444 Scripts from the step-by-step exercises in the book Video training clips from the author

This book enables the reader to become a REXX expert by offering guidelines for implementing tracing capabilities, using editor macros, handling input arguments, setting up tables from data files, capturing host command responses, and much more. Hundreds of debugging tips and coding techniques to help programmers write efficient, powerful programs are provided.

Compiled at the Institut für Ökonometrie und Operations Research, University of Bonn

Advanced Techniques for Programmers

Definitive Guide to Excel VBA

Pro T-SQL 2005 Programmer's Guide

Dr. Dobb's Journal

Pro T-SQL 2012 Programmer's Guide

 Build a full-fledged, enterprise-ready application using SAP Web Client Explore practical examples that demonstrate SAP Web Client development concepts in a clear, easy-to-follow manner Learn about BSP programming, GenIL programming, and UI configuration and personalizationThis is your comprehensive guide to developing and enhancing applications with SAP Web Client. Focusing on development tasks and practical examples, this book will take you on a journey through the Web Client framework, discussing different programming layers and development activities via the use of practical examples, screenshots, and code. With the perfect balance between theory and practical guidance, this book will teach you everything you need to know about building a full-fledged, enterprise-ready application using Web Client.

This updated edition describes both the mathematical theory behind a modern photorealistic rendering system as well as its practical implementation. Through the ideas and software in this book, designers will learn to design and employ a full-featured rendering system for creating stunning imagery. Includes a companion site complete with source code for the rendering system described in the book, with support for Windows, OS X, and Linux.

What every programmer needs to know about cognition

Milwaukee, Wisconsin, metropolitan area

SAP Web Client

Datamation

Beginning C# 2005 Databases

A Hands-on Guide to Building Android Applications

- Kofler's book offers more up-to-date coverage than other books on the market - Provides in-depth coverage of topics normally overlooked, such as the File Scripting Objects, accessing external databases using the ADO library, automating data analysis with pivot tables, and automating diagrams.
Pro T-SQL 2012 Programmer’s Guide is every developer’s key to making full use of SQL Server 2012’s powerful, built-in Transact-SQL language. Discussing new and existing features, the book takes you on an expert guided tour of Transact-SQL functionality. Fully functioning examples and downloadable source code bring technically accurate and engaging treatment of Transact-SQL into your own hands. Step-by-step explanations ensure clarity, and an advocacy of best-practices will steer you down the road to success. Transact-SQL is the language developers and DBAs use to interact with SQL Server. It’s used for everything from querying data, to writing stored procedures, to managing the database. New features in T-SQL 2012 include full support for window functions, stored sequences, the ability to throw errors, data paging, and more. All these important new features are covered in this book. Developers and DBAs alike can benefit from the expressive power of Transact-SQL, and Pro T-SQL 2012 Programmer's Guide provides the gateway to success in applying this increasingly important database language to everyday business and technical tasks.
MCITP SQL Server 2005 Database Administration All-in-One Exam Guide (Exams 70-431, 70-443, & 70-444)
Computer Book Review
Occupational Outlook Handbook
A Comprehensive Guide for Developers
With Complete Bibliography
Bulletin of the United States Bureau of Labor Statistics

What is XML? XML, or eXtensible Markup Language, is a specification for storing information. It is also a specification for describing the structure of that information. And while XML is a markup language (just like HTML), XML has no tags of its own. It allows the person writing the XML to create whatever tags they need. The only condition is that these newly created tags adhere to the rules of the XML specification. In the seven years since the first edition of “ XML: Visual QuickStart Guide ” was published, XML has taken its place next to HTML as a foundational language on the Internet. XML has become a very popular method for storing data and the most popular method for transmitting data between all sorts of systems and applications. The reason being, where HTML was designed to display information, XML was designed to manage it. “ XML: Visual QuickStart Guide, 2nd Edition ” is divided into seven parts. Each part contains one or more chapters with step-by-step instructions that explain how to perform XML-related tasks. Wherever possible, examples of the concepts being discussed are displayed, and the parts of the examples on which to focus are highlighted. The order of the book is intentionally designed to be an introduction to the fundamentals of XML, followed by discussions of related XML technologies.

Mainframe computers play a central role in the daily operations of many of the world's largest corporations. Batch processing is still a fundamental, mission-critical component of the workloads that run on the mainframe. A large portion of the workload on IBM ® z/OS ® systems is processed in batch mode. This IBM Redbooks ® publication is the fourth volume in a series of four. They address new technologies introduced by IBM to facilitate the use of hybrid batch applications that combine the best aspects of Java and procedural programming languages such as COBOL. This volume focuses on the latest enhancements in IBM IMSTM batch support. IMS has been available to clients for 45 years as IMS Transaction Manager, IMS Database Manager, or both. The audience for this book includes IT architects and application developers with a focus on batch processing on the z/OS platform.

For OS/2 Versions 1.3 and 2.0

Area Wage Survey

Physically Based Rendering

Presented at the 16th Annual Energy-Sources Technology Conference and Exhibition, Houston, Texas, January 31-February 4, 1993

Computer Applications and Design Abstraction, 1993

Learning Android Application Programming

"A great book with deep insights into the bridge between programming and the human mind." - Mike Taylor, CGI Your brain responds in a predictable way when it encounters new or difficult tasks. This unique book teaches you concrete techniques rooted in cognitive science that will improve the way you learn and think about code. In The Programmer’s Brain: What every programmer needs to know about cognition you will learn: Fast and effective ways to master new programming languages Speed reading skills to quickly comprehend new code Techniques to unravel the meaning of complex code Ways to learn new syntax and keep it memorized Writing code that is easy for others to read Picking the right names for your variables Making your codebase more understandable to newcomers Onboarding new developers to your team Learn how to optimize your brain’s natural cognitive processes to read code more easily, write code faster, and pick up new languages in much less time. This book will help you through the confusion you feel when faced with strange and complex code, and explain a codebase in ways that can make a new team member productive in days! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Take advantage of your brain’s natural processes to be a better programmer. Techniques based in cognitive science make it possible to learn new languages faster, improve productivity, reduce the need for code rewrites, and more. This unique book will help you achieve these gains. About the book The Programmer’s Brain unlocks the way we think about code. It offers scientifically sound techniques that can radically improve the way you master new technology, comprehend code, and memorize syntax. You’ll learn how to benefit from productive struggle and turn confusion into a learning tool. Along the way, you’ll discover how to create study resources as you become an expert at teaching yourself and bringing new colleagues up to speed. What's inside Understand how your brain sees code Speed reading skills to learn code quickly Techniques to unravel complex code Tips for making codebases understandable About the reader For programmers who have experience working in more than one language. About the author Dr. Felienne Hermans is an associate professor at Leiden University in the Netherlands. She has spent the last decade researching programming, how to learn and how to teach it. Table of Contents PART 1 ON READING CODE BETTER 1 Decoding your confusion while coding 2 Speed reading for code 3 How to learn programming syntax quickly 4 How to read complex code PART 2 ON THINKING ABOUT CODE 5 Reaching a deeper understanding of code 6 Getting better at solving programming problems 7 Misconceptions: Bugs in thinking PART 3 ON WRITING BETTER CODE 8 How to get better at naming things 9 Avoiding bad code and cognitive load: Two frameworks 10 Getting better at solving complex problems PART 4 ON COLLABORATING ON CODE 11 The act of writing code 12 Designing and improving larger systems 13 How to onboard new developers
InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.
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Government Reports Index
Pro T-SQL Programmer's Guide
From Novice to Professional
Pro T-SQL 2008 Programmer's Guide

REXX

Pro T–SQL Programmer's Guide is your guide to making the best use of the powerful, Transact-SQL programming language that is built into Microsoft SQL Server's database engine. This edition is updated to cover the new, in-memory features that are part of SQL Server 2014. Discussing new and existing features, the book takes you on an expert guided tour of Transact–SQL functionality. Fully functioning examples and downloadable source code bring technically accurate and engaging treatment of Transact–SQL into your own hands. Step–by–step explanations ensure clarity, and an advocacy of best–practices will steer you down the road to success. Transact–SQL is the language developers and DBAs use to interact with SQL Server. It's used for everything from querying data, to writing stored procedures, to managing the database. Support for in-memory stored procedures running queries against in-memory tables is new in the language and gets coverage in this edition. Also covered are must-know features such as window functions and data paging that help in writing fast-performing database queries. Developers and DBAs alike can benefit from the expressive power of T-SQL, and Pro T-SQL Programmer's Guide is your roadmap to success in applying this increasingly important database language to everyday business and technical tasks. Covers the newly-introduced, in-memory database features Shares the best practices used by experienced professionals Goes deeply into the subject matter – an advanced book for the serious reader

Tutorial and Reference via Swift

From Theory to Implementation

ID Systems