

Chapter 13 Advanced Gui Applications

Jython is an implementation of the Python programming language written in 100% pure Java, so it runs under any compliant Java Virtual Machine. The secret to Jython's popularity lies in the combination of Java's libraries and tools with Python's rapid development capabilities. With Jython, you can write Python programs that integrate seamlessly with any Java code. And like Python, Jython can be used interactively, so you can get immediate results as you are programming. Jython Essentials provides a solid introduction to the Python language, offering a brief but thorough tour of the Python concepts you'll need to understand to use Jython effectively. The book makes frequent comparisons between Python and Java, with special emphasis on the different object-oriented semantics of the two languages, so Java programmers can quickly get up to speed with Jython. Jython Essentials also covers the various ways in which Jython and Java can interact. For example, Jython code can create instances of pre-existing Java classes and call methods in those instances. You can write Jython classes that are direct subclasses of existing Java classes and use introspection to discern the capabilities of JavaBeans components. This book provides examples of using Jython with existing Java libraries, including the Swing GUI toolkit, the JDBC database API, the Servlet API, and various XML tools. And finally, the book shows how Jython can be used as a scripting language within a Java program. With Jython Essentials, you have everything you need to start creating applications that mix the best of Python's interactivity and Java's robust libraries.

Beginning Oracle Application Express 4.2 introduces version 4.2 of the popular and

productive Oracle Application Express development platform. Called APEX for short, the platform enables rapid and easy development of web-based applications that make full use of Oracle Database. The release of APEX 4.2 brings extensive new Flash and HTML 5 charting capabilities, enhanced themes for mobile applications usable from phones and tablets, RESTful web services support, enhanced application packaging, and the many redesigned wizards give a new and fresh feel to the user interface. Whether you're new to Oracle or an old hand who's yet to test the waters of APEX, Beginning Oracle Application Express 4.2 introduces the processes and best practices you'll need to become proficient with APEX. The book shows off the programming environment, the utilities and tools available, and then continues by walking through the process of building a working system from the ground up. All code is documented and explained so that those new to the languages will not be lost. After reading this book, power users and programmers alike can quickly put together robust and scalable applications for use by one person, by a department, by an entire company. Covers brand-new functionality in APEX 4.2 Provides fully documented and explained example code Guides you through creating a working and fully deployable application

An internationally renowned consultant and trainer for Sun Microsystems provides instruction and guidance for expert-level programming in Java 7 through hands-on programming exercises and examples, including multi-lingual, JavaScript and Java FX support. Original.

Pro PHP-GTK is the first book to focus upon PHP's rapidly maturing client-side application development capabilities Author Scott Mattocks is an active member of the PHP

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community and co-author of the official PHP-GTK documentation More than just a reference, Pro PHP-GTK reinforces the introductory concepts by guiding you through development of a real-world project for managing product inventory

Readings in Human-Computer Interaction

A complete guide to developing fast, durable, and maintainable ABAP programs in SAP

Develop responsive and powerful GUI applications with Tkinter

Rapid GUI Programming with Python and Qt

Qt5 C++ GUI Programming Cookbook

Python GUI Programming with Tkinter

Mac OS X Advanced Development Techniques introduces intermediate to advanced developers to a wide range of topics they will not find so extensively detailed anywhere else. The book concentrates on teaching Cocoa development first, and then takes that knowledge and teaches in-depth, advanced Mac OS X development through detailed examples. Topics covered include: writing applications in Cocoa, supporting plug-in architectures, using shell scripts as startup items, understanding property lists, writing screen savers, implementing preference panes and storing global user preferences, custom color pickers, components, core and non-core services, foundations, frameworks, bundles, tools, applications and more. Source code in

Objective-C, Perl, Java, shell script, and other languages are included as appropriate. These solutions are necessary when developing Mac OS X software, but many times are overlooked due to their complexities and lack of documentation and examples. The project-oriented approach of Mac OS X Advanced Development Techniques lends itself perfectly to those developers who need to learn a specific aspect of this new OS. Stand-alone examples allow them to strike a specific topic with surgical precision. Each chapter will be filled with snippets of deep, technical information that is difficult or impossible to find anywhere else.

MATLAB: A Practical Introduction to Programming and Problem Solving, Second Edition, is the only book that gives a full introduction to programming in MATLAB combined with an explanation of MATLAB's powerful functions, enabling engineers to fully exploit the software's power to solve engineering problems. The text aims to provide readers with the knowledge of the fundamentals of programming concepts and the skills and techniques needed for basic problem solving using MATLAB as the vehicle. The book presents programming concepts such as variables, assignments, input/output, and selection statements as

well as MATLAB built-in functions side-by-side, giving students the ability to program efficiently and exploit the power of MATLAB to solve problems. In-depth coverage is given to input/output, a topic that is fundamental to many engineering applications. A systematic, step-by-step approach that builds on concepts is used throughout the book, facilitating easier learning. There are also sections on 'common pitfalls' and 'programming guidelines' that direct students towards best practice. This book will be an invaluable resource for engineers, engineering novices, and students learning to program and model in MATLAB. Presents programming concepts and MATLAB built-in functions side-by-side, giving students the ability to program efficiently and exploit the power of MATLAB to solve problems In depth coverage of file input/output, a topic essential for many engineering applications Systematic, step-by-step approach, building on concepts throughout the book, facilitating easier learning Sections on 'common pitfalls' and 'programming guidelines' direct students towards best practice New to this edition: More engineering applications help the reader learn Matlab in the context of solving technical problems New and revised end of chapter problems Stronger coverage of loops and vectorizing in a new

chapter, chapter 5 Updated to reflect current features and functions of the current release of Matlab

Explore Python's GUI frameworks and create visually stunning and feature-rich applications

Key Features

- Integrate stunning data visualizations using Tkinter Canvas and Matplotlib
- Understand the basics of 2D and 3D animation in GUI applications
- Explore PyQt's powerful features to easily design and customize your GUI applications

Book Description

A responsive graphical user interface (GUI) helps you interact with your application, improves user experience, and enhances the efficiency of your applications. With Python, you'll have access to elaborate GUI frameworks that you can use to build interactive GUIs that stand apart from the rest. This Learning Path begins by introducing you to Tkinter and PyQt, before guiding you through the application development process. As you expand your GUI by adding more widgets, you'll work with networks, databases, and graphical libraries that enhance its functionality. You'll also learn how to connect to external databases and network resources, test your code, and maximize performance using asynchronous programming. In later chapters, you'll understand how to

use the cross-platform features of Tkinter and Qt5 to maintain compatibility across platforms. You'll be able to mimic the platform-native look and feel, and build executables for deployment across popular computing platforms. By the end of this Learning Path, you'll have the skills and confidence to design and build high-end GUI applications that can solve real-world problems. This Learning Path includes content from the following Packt products: Python GUI Programming with Tkinter by Alan D. MooreQt5 Python GUI Programming Cookbook by B. M. HarwaniWhat you will learnVisualize graphs in real time with Tkinter's animation capabilitiesUse PostgreSQL authentication to ensure data security for your applicationWrite unit tests to avoid regression when updating codeHandle different signals generated on mouse clicks using QSpinBox and slidersEmploy network concepts, internet browsing, and Google Maps in UIUse graphics rendering to implement animations in your GUIWho this book is for If you're an intermediate Python programmer looking to enhance your coding skills by writing powerful GUIs in Python using PyQt and Tkinter, this is an ideal Learning Path for you. A strong understanding of the Python language is a must to grasp the concepts explained in

this book.

Use Qt 5 to design and build functional, appealing, and user-friendly graphical user interfaces (GUIs) for your applications. Key Features Learn to use Qt 5 to design and customize the look and feel of your application Improve the visual quality of an application by using graphics rendering and animation Understand the balance of presentation and web content that will make an application appealing yet functional Book Description With the growing need to develop GUIs for multiple targets and multiple screens, improving the visual quality of your application becomes important so that it stands out from your competitors. With its cross-platform ability and the latest UI paradigms, Qt makes it possible to build intuitive, interactive, and user-friendly user interfaces for your applications. Qt5 C++ GUI Programming Cookbook, Second Edition teaches you how to develop functional and appealing user interfaces using the latest version of QT5 and C++. This book will help you learn a variety of topics such as GUI customization and animation, graphics rendering, implementing Google Maps, and more. You will also be taken through advanced concepts like asynchronous programming, event handling using signals and slots,

network programming, various aspects of optimizing your application. By the end of the book, you will be confident to design and customize GUI applications that meet your clients' expectations and have an understanding of best practice solutions for common problems. What you will learn

- Animate GUI elements using Qt5's built-in animation system
- Draw shapes and 2D images using Qt5's powerful rendering system
- Implement an industry-standard OpenGL library in your project
- Build a mobile app that supports touch events and exports it onto devices
- Parse and extract data from an XML file and present it on your GUI
- Interact with web content by calling JavaScript functions from C++
- Access MySQL and SQLite databases to retrieve data and display it on your GUI

Who this book is for This intermediate-level book is designed for those who want to develop software using Qt 5. If you want to improve the visual quality and content presentation of your software application, this book is for you. Prior experience of C++ programming is required.

Starting Out with Visual BASIC .NET

Pro J2ME Polish

C++ Reactive Programming

Practical recipes for building cross-platform GUI applications, widgets, and animations with Qt 5, 2nd Edition

Introduction to Java Programming

Beginning Python

Starting Out with Visual Basic .NET is intended for use in an introductory programming course. Gaddis, Denton and Irvine write in clear, easy-to-understand language. At the same time, they cover all the necessary topics of an introductory programming course. Their text is rich in example programs that are concise, practical, and real world oriented. This approach insures that students not only learn how to use the various controls, constructs, and features of Visual Basic, but why and when.

Java For Artists: The Art, Philosophy, and Science of Object-Oriented Programming is a Java programming language text/tradebook that targets beginner and intermediate Java programmers.

Covers topics including .NET Framework and CLR fundamentals, .NET features, Web services, programming with GDI+, and interoperability, and provides a Visual Basic .NET overview.

Discover Golang's GUI libraries such as Go-GTK (GIMP Toolkit) and Go-Qt and build beautiful, performant, and responsive graphical applications Key FeaturesConceptualize and build state-of-art GUI applications with Golang (Go)Tackle the complexity of varying

GUI application sizes with a structured and scalable approach. Get hands-on experience of GUI development with Shiny, and labs/ui, Fyne, and WalkBook. Description Go is often compared to C++ when it comes to low-level programming and implementations that require faster processing, such as Graphical User Interfaces (GUIs). In fact, many claim that Go is superior to C++ in terms of its concurrency and ease of use. Most graphical application toolkits, though, are still written using C or C++, and so they don't enjoy the benefits of using a modern programming language such as Go. This guide to programming GUIs with Go 1.11 explores the various toolkits available, including UI, Walk, Shiny, and Fyne. The book compares the vision behind each project to help you pick the right approach for your project. Each framework is described in detail, outlining how you can build performant applications that users will love. To aid you further in creating applications using these emerging technologies, you'll be able to easily refer to code samples and screenshots featured in the book. In addition to toolkit-specific discussions, you'll cover more complex topics, such as how to structure growing graphical applications, and how cross-platform applications can integrate with each desktop operating system to create a seamless user experience. By delving into techniques and best practices for organizing and scaling Go-based graphical applications, you'll also glimpse Go's impressive concurrency system. In the concluding chapters, you'll discover how to distribute to the main desktop marketplaces and distribution channels. By the end of this

book, you'll be a confident GUI developer who can use the Go language to boost the performance of your applications. What you will learn

- Understand the benefits and complexities of building native graphical applications
- Gain insights into how Go makes cross-platform graphical application development simple
- Build platform-native GUI applications using andlabs/ui
- Develop graphical Windows applications using Walk
- Create multiplatform GUI applications using Shiny, Nuklear, and Fyne
- Use Go wrappers for GTK and Qt for GUI application development
- Streamline your requirements to pick the correct toolkit strategy

Who this book is for This book is designed for Go developers who are interested in building native graphical applications for desktop computers and beyond. Some knowledge of building applications using Go is useful, but not essential. Experience in developing GUIs is not required as the book explores the benefits and challenges they pose. This book will also be beneficial for GUI application developers who are interested in trying Go.

Programming with Qt

Mobile Development with Flash Lite and Flash 10

The Definitive Guide to PyQt Programming

A Comprehensive OCPJP 7 Certification Guide

Learn to build modern web applications with a Python-based framework

Matlab

*Whether you're new to Oracle or an old hand who has yet to test the waters of APEX, **Beginning Oracle Application Express 5** introduces the processes and best practices you'll need to become proficient with APEX. The book shows off the programming environment, the utilities and tools available, and then continues by walking through the process of building a working system from the ground up. All code is documented and explained so that those new to the languages will not be lost. After reading this book, power users and programmers alike can quickly put together robust and scalable applications for use by one person, by a department, by an entire company. **Beginning Oracle Application Express 5** introduces version 5 of the popular and productive Oracle Application Express development platform. Called APEX for short, the platform enables rapid and easy development of web-based applications that make full use of Oracle Database. The release of APEX 5 brings major new changes to the page builder, an enhanced universal theme, better RESTful web services support, enhanced application packaging, and the many redesigned wizards give a new and fresh feel to the user interface. Covers brand-new functionality in APEX 5 Provides fully documented and explained example code Guides you through creating a working and fully deployable application*

The First In-Depth, Real-World, Insider's Guide to Powerful Windows Debugging For Windows developers, few tasks are more challenging than debugging—or more crucial. Reliable and realistic information about Windows debugging has always been scarce. Now, with over 15 years of experience two of Microsoft's system-level developers present a thorough and practical guide to Windows debugging ever written. Mario Hewardt and Daniel Pravat cover debugging throughout

the entire application lifecycle and show how to make the most of the tools currently available—including Microsoft's powerful native debuggers and third-party solutions. To help you find real solutions fast, this book is organized around real-world debugging scenarios. Hewardt and Pravat use detailed code examples to illuminate the complex debugging challenges professional developers actually face. From core Windows operating system concepts to security, Windows® Vista™ and 64-bit debugging, they address emerging topics head-on—and nothing is ever oversimplified or glossed over!

A majority of the people who start using Perl for the first time have a background in the C or C++ programming language. This book is written for those people. "Perl for C Programmers" teaches what's similar and different between Perl and C/C++ and how to then utilize Perl to the fullest. Describes the Linux operating system, covering such topics as installation, connecting to the Internet, software, applications, user accounts, networking, system administration, security, and Perl.

Graphics Programming with GDI+

Python GUI Programming - A Complete Reference Guide

Beginning AppleScript

Advanced Windows Debugging

How to Program

Design concurrent and asynchronous applications using the RxCpp library and Modern C++17

Completely revised and updated to cover the new features in the 1.2 release of Java, this book is a comprehensive look

at learning how to program in Java. The book covers all facets of the Java language, including object-orientation, multithreading, exception-handling, the new event model, the graphics capabilities of the new Abstract Windows Toolkit, and the new APIs.

Summary: "Written for programmers with a background in high level language programming, the book applies the Deitel signature live code approach to teaching programming and explores the Java language in depth ... "

Create modern yet effective multi-platform applications by building interactive UIs following a single codebase approach to boost productivity
Key Features
Delve into the FireMonkey framework and explore its powerful capabilities
Enhance the user experience by using various technologies included in Delphi and FMX
Boost developer productivity through the cross-platform capabilities enabled by the framework
Book Description
FireMonkey (FMX) is a cross-platform application framework that allows developers to create exciting user interfaces and deliver

applications on multiple operating systems (OS). This book will help you learn visual programming with Delphi and FMX. Starting with an overview of the FMX framework, including a general discussion of the underlying philosophy and approach, you'll then move on to the fundamentals and architectural details of FMX. You'll also cover a significant comparison between Delphi and the Visual Component Library (VCL). Next, you'll focus on the main FMX components, data access/data binding, and style concepts, in addition to understanding how to deliver visually responsive UIs. To address modern application development, the book takes you through topics such as animations and effects, and provides you with a general introduction to parallel programming, specifically targeting UI-related aspects, including application responsiveness. Later, you'll explore the most important cross-platform services in the FMX framework, which are essential for delivering your application on multiple platforms while retaining the single codebase approach. Finally, you'll learn about FMX's

built-in 3D functionalities. By the end of this book, you'll be familiar with the FMX framework and be able to build effective cross-platform apps. What you will learn
Explore FMX's fundamental components with a brief comparison to VCL
Achieve visual responsiveness through alignment capabilities and layout components
Enrich the user experience with the help of transitions and visual animations
Get to grips with data access and visual data binding
Build exciting and responsive UIs for desktop and mobile platforms
Understand the importance of responsive applications using parallel programming
Create visual continuity through your applications with TFrameStand and TFormStand
Explore the 3D functionalities offered by FMX
Who this book is for
This book is for Delphi developers who are looking to discover the full potential of the FireMonkey framework in order to build interactive cross-platform GUI applications and achieve an optimal UI/UX. Basic familiarity with Delphi programming and the VCL will be beneficial but not mandatory.

/*0022R-5, 0-13-100225-2, Liang, Y. Daniel, Introduction to Java Programming, Fourth Edition*/ Using a step-by-step approach that fosters self-teaching for professionals studying for the SUN Java Certification Exam, this completely revised Fourth Edition of this widely used book provides an outstanding introduction to Java programming in four parts. This text lays a solid foundation with programming elements, control structures, and methods, and then moves on to object-oriented programming, graphical user interface, applets, internationalization, multimedia, I/O, and networking. This book clearly covers all of the required subjects in the Java Certification Exam. For beginning or experienced programmers who want a comprehensive introduction to Java programming with an expanded in-depth treatment of object-oriented programming.

Hands-On GUI Application Development in Go
The Art, Philosophy, and Science of Object-oriented Programming
A Practical Introduction to Programming and Problem Solving

Java

Web Development with Django

Unleash the full potential of the FMX framework to build exciting cross-platform apps with Embarcadero Delphi

First on the market to cover Sun's new IDE Forte, this special edition of a Liang's widely used Java book is a comprehensive introduction to Java programming with an expanded in-depth treatment of object-oriented programming. The book is easy to read and well paced, and is ideal for self-study. The book covers all subjects required in the Level I Java Certification Exam -- fundamentals of programming (including primitive data types, control statements, methods, and arrays); object-oriented programming; graphics programming; exception handling; internalization; multithreading; multimedia; I/O; networking; and Java data structures

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.

**** The primary book on the J2ME Polish open source tool * Written by Robert Virkus, the lead programmer and architect of J2ME Polish * Discusses every aspect of J2ME Polish in-depth, including installing, using, and extending * Includes hands-on tutorials that encourage the reader to apply their acquired knowledge***

This tutorial offers readers a thorough introduction to programming in Python 2.4, the portable, interpreted, object-oriented programming language that combines power with clear syntax Beginning programmers will quickly learn to develop robust, reliable, and reusable Python applications for Web development, scientific applications, and system tasks for users or administrators Discusses the basics of installing Python as well as the new features of Python release 2.4, which make it easier for users to create scientific and Web applications Features examples of

various operating systems throughout the book, including Linux, Mac OS X/BSD, and Windows XP

Beginning Oracle Application Express 4.2

Introduction to Programming Using Java

Beginning Red Hat Linux 9

The Advanced iOS 6 Developer's Cookbook

Beginning Oracle Application Express 5

Completely updated to cover the changes in the latest release of SunSoft's Web-Browser-based Java WorkShop development environment, this book takes readers on a tour of the product, teaches them how to use it, and imparts strategies for developing successfully with it. The CD-ROM contains a demo version of JWS and all source code and examples from the book.

Anybody can start building multimedia apps for the Android platform, and this book will show you how! Now updated to include both Android 4.4 and the new Android L, Android Apps for Absolute Beginners, Third Edition takes you through the process of getting your first Android apps up and running

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using plain English and practical examples. If you have a great idea for an Android app, but have never programmed before, then this book is for you. This book cuts through the fog of jargon and mystery that surrounds Android apps development, and gives you simple, step-by-step instructions to get you started. Teaches Android application development in language anyone can understand, giving you the best possible start in Android development Provides simple, step-by-step examples that make learning easy, allowing you to pick up the concepts without fuss Offers clear code descriptions and layout so that you can get your apps running as soon as possible This book covers both Android 4.4 (KitKat) and Android L, but is also backwards compatible to cover the previous Android releases since Android 1.5. AdvancED Flash on Devices begins with a discussion of the mobile development landscape—the different players, tools, hardware, platforms, and operating systems. The second part of the book covers Flash Lite and how to take advantage newer features supported in Flash Lite 3.x. Then, the book

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covers AIR applications for multiple screens and includes topics such as: How to utilize new features of AIR 1.5 and Flash 10 as well as pitfalls to be aware of when building an AIR application for mobile How to include platform and context awareness for better adaptation How to adopt an application on multiple devices using dynamic graphical GUI Creating two full working real life touch screen mobile application The last part of the book covers creating Flex applications running Flash 9 and 10 in mobile device browsers and includes topics such as: How to adopt Flex for multiple mobile device browsers How to create various video players for Flash Lite and Flash 10 and optimize your content. How to take advantage of Flash Media Server Experienced Flash and ActionScript programmers who want to extend their skills to mobile platforms should find this book a great help in developing in this exciting and expanding marketplace.

An definitive overview of Qt explains how to use this powerful, cross-platform GUI toolkit to create applications

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for the UNIX and Win32 environments, detailing the GUI elements in Qt and how to use them, and includes information on 2D transformations, drag-and-drop, and custom image file filters. Original. (Advanced).

Jython Essentials

Application Development Using Visual Basic and .NET

Writing Portable GUI Applications on Unix and Win32

Delphi GUI Programming with FireMonkey

Mac OS X Advanced Development Techniques

Java for Artists

Find out how to create visually stunning and feature-rich applications by empowering Python's built-in Tkinter GUI toolkit

Key Features Explore Tkinter's powerful features to easily design and customize your GUI application Learn the basics of 2D and 3D animation in GUI applications. Learn to integrate stunning Data Visualizations using Tkinter Canvas and Matplotlib. Book Description Tkinter is a lightweight, portable, and easy-to-use graphical toolkit available in the Python Standard Library, widely used to build Python GUIs due to its

simplicity and availability. This book teaches you to design and build graphical user interfaces that are functional, appealing, and user-friendly using the powerful combination of Python and Tkinter. After being introduced to Tkinter, you will be guided step-by-step through the application development process. Over the course of the book, your application will evolve from a simple data-entry form to a complex data management and visualization tool while maintaining a clean and robust design. In addition to building the GUI, you'll learn how to connect to external databases and network resources, test your code to avoid errors, and maximize performance using asynchronous programming. You'll make the most of Tkinter's cross-platform availability by learning how to maintain compatibility, mimic platform-native look and feel, and build executables for deployment across popular computing platforms. By the end of this book, you will have the skills and confidence to design and build powerful high-end GUI applications to solve real-world problems. What you will learn Implement the tools provided by Tkinter to design beautiful GUIs Discover cross-platform development through minor customizations in your existing

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application Visualize graphs in real time as data comes in using Tkinter's animation capabilities Use PostgreSQL authentication to ensure data security for your application Write unit tests to avoid regressions when updating code Who this book is for This book will appeal to developers and programmers who would like to build GUI-based applications. Knowledge of Python is a prerequisite.

Django is a popular Python-based framework for web application development. Like Python, Django is easy for beginners to learn and enables constant progress. This book will help aspiring web developers gain the skills to use Django to develop robust web apps.

The Advanced iOS 6 Developer's Cookbook brings together reliable, proven solutions for cutting-edge iOS 6 development. World-renowned iOS expert Erica Sadun covers device-specific development, document/data sharing, Core Text, networking, image processing, onboard cameras, audio, Address Book, Core Location, GameKit, StoreKit, push notifications, and more. As in her previous bestselling iOS books, Sadun translates today's development best practices into working code, distilling key

concepts into concise recipes that are easy to understand and transfer into your own projects. This isn't just cut and paste. Using her examples, Sadun fully explains both the "how" and "why" of advanced and specialized iOS 6 development. All code is tested with iOS 6 features and iPhone, iPad, and iPod touch capabilities. Throughout, every chapter groups related tasks together, so you can jump straight to your solution without having to identify the right class or framework first. Coverage includes Testing device properties so your app can take full advantage of the iOS unit it's running on Seamlessly sharing documents and data across apps and moving control between apps Presenting exceptionally attractive text with freeform text typesetting Building touch-based apps that leverage Bezier curves, splines, and other geometric tools Securing network apps via authentication, system keychains, and OAuth Accessing and processing image data to create special effects Integrating live camera feeds and user snapshots Presenting audio to users and enabling them to interact with it Effectively using Address Book frameworks and GUI classes Building advanced location apps with Core Location geolocation and MapKit Creating connected game

play with GameKit/Game Center: device-to-device networking, shared leaderboards, and Internet-based matches Integrating secure in-app purchasing with StoreKit Communicating with users from web-based services via push notifications

Learn how to implement the reactive programming paradigm with C++ and build asynchronous and concurrent applications Key Features Efficiently exploit concurrency and parallelism in your programs Use the Functional Reactive programming model to structure programs Understand reactive GUI programming to make your own applications using Qt Book Description Reactive programming is an effective way to build highly responsive applications with an easy-to-maintain code base. This book covers the essential functional reactive concepts that will help you build highly concurrent, event-driven, and asynchronous applications in a simpler and less error-prone way. C++ Reactive Programming begins with a discussion on how event processing was undertaken by different programming systems earlier. After a brisk introduction to modern C++ (C++17), you'll be taken through language-level concurrency and the lock-free programming model to set the stage for our foray into the Functional

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Programming model. Following this, you'll be introduced to RxCpp and its programming model. You'll be able to gain deep insights into the RxCpp library, which facilitates reactive programming. You'll learn how to deal with reactive programming using Qt/C++ (for the desktop) and C++ microservices for the Web. By the end of the book, you will be well versed with advanced reactive programming concepts in modern C++ (C++17). What you will learn

- Understand language-level concurrency in C++
- Explore advanced C++ programming for the FRP
- Uncover the RxCpp library and its programming model
- Mix the FP and OOP constructs in C++ 17 to write well-structured programs
- Master reactive microservices in C++
- Create custom operators for RxCpp
- Learn advanced stream processing and error handling

Who this book is for If you're a C++ developer interested in using reactive programming to build asynchronous and concurrent applications, you'll find this book extremely useful. This book doesn't assume any previous knowledge of reactive programming.

Open Source Wireless Java Tools Suite

Java SE 8 for Programmers

Android Apps for Absolute Beginners

Pro PHP-GTK

Mastering Python Networking

Inside Java Workshop 2.0

& All Windows programmers developing applications that deal with graphics, monitors, or printers need to use GDI+. & & There is little documentation available on GDI+. There are only two books on the market, and they are both introductory. & & The author uses real world examples and extensive sample code.

Oracle Certified Professional Java SE 7 Programmer Exams 1Z0-804 and 1Z0-805 is a concise, comprehensive, step-by-step, and one-stop guide for the Oracle Certified Professional Java SE 7 Programmer Exam. The first two chapters set the stage for exam preparation and let the reader get started quickly. The first chapter answers frequently asked questions about the OCPJP exam. This book assumes that the reader is already familiar with Java fundamentals which is in line with the prerequisite of having a OCAJP certification. The book sports considerable supportive material to help the reader in effective exam preparation in the form of appendices: 2 mock tests to give the reader a sense of a real-exam. An instant refresher summarizing the most important concepts (with tips on answering questions) to revise just before the exam. This book will be a delectable read for any OCPJP aspirant because of its simple language, example driven approach, and

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easy-to-read style. Further, given its 100% focus on the exam and helpful supportive material, this book is clearly an attractive buy to OCPJP aspirants worldwide.

Starting Out with Visual BASIC .NET Addison-Wesley

Readers learn to master the basics of effective programming as they work through Visual Basic 2015's latest features with the wealth of hands-on applications in this book's engaging real-world setting.

PROGRAMMING WITH MICROSOFT VISUAL BASIC 2015, 7E by best-selling author Diane Zak offers an ideal introduction to programming with a dynamic visual presentation, step-by-step tutorials, and strategically placed activity boxes. New hands-on applications, timely examples, and practical exercises help you learn how to effectively plan and create interactive Visual Basic 2015 applications. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Toward the Year 2000

Mastering SAP ABAP

AdvancED Flash on Devices

Oracle Certified Professional Java SE 7 Programmer Exams 1Z0-804 and 1Z0-805

Programming with Microsoft Visual Basic 2015

Perl for C Programmers

Take your SAP ABAP skills to the next level by mastering ABAP programming techniques with the help of real-world examples. Key Features: Become adept at building interfaces and explore ABAP tools and techniques. Discover the modern functionalities available in the latest version of ABAP. Learn the process of creating stunning HTML5 applications using SAPUI5. **Book Description** Advanced Business Application Programming (ABAP) is an established and complex programming language in the IT industry. This book is designed to help you use the latest ABAP techniques and apply legacy constructions using practical examples. You'll start with a quick refresher on language and database concepts, followed by agile techniques for adding custom code to a modern ABAP system. After this, you will get up to speed with the complete ABAP toolset for importing data to and from different environments. Next, you'll learn how to print forms and work with the different ABAP tools for Extensible Markup Language (XML) manipulation. While covering further chapters, you'll gain insights into

building stunning UI5 interfaces, in addition to learning how to develop simple apps using the Business Object Processing Framework (BOPF). You will also pick up the technique of handling exceptions and performing testing in ABAP. In the concluding chapters, you can look forward to grasping various techniques for optimizing the performance of programs using a variety of performance analysis tools. By the end of this book, you will have the expertise you need to confidently build maintainable programs in Systems, Applications, and Products (SAP). What you will learn

- Create stable and error-free ABAP programs
- Leverage new ABAP concepts including object-oriented programming (OOP) and Model-View-Controller (MVC)
- Learn to add custom code to your existing SAP program
- Speed up your ABAP programs by spotting bottlenecks
- Understand techniques such as performance tuning and optimization
- Develop modern and beautiful user interfaces (UIs) in an ABAP environment
- Build multiple classes with any nesting level

Who this book is for This book is for developers who want to learn and use ABAP

skills to become an industry expert. Familiarity with object-oriented programming concepts is expected. Become an expert in implementing advanced, network-related tasks with Python. About This Book Build the skills to perform all networking tasks using Python with ease Use Python for network device automation, DevOps, and software-defined networking Get practical guidance to networking with Python Who This Book Is For If you are a network engineer or a programmer who wants to use Python for networking, then this book is for you. A basic familiarity with networking-related concepts such as TCP/IP and a familiarity with Python programming will be useful. What You Will Learn Review all the fundamentals of Python and the TCP/IP suite Use Python to execute commands when the device does not support the API or programmatic interaction with the device Implement automation techniques by integrating Python with Cisco, Juniper, and Arista eAPI Integrate Ansible using Python to control Cisco, Juniper, and Arista networks Achieve network security with Python

Build Flask-based web-service APIs with Python Construct a Python-based migration plan from a legacy to scalable SDN-based network. In Detail This book begins with a review of the TCP/ IP protocol suite and a refresher of the core elements of the Python language. Next, you will start using Python and supported libraries to automate network tasks from the current major network vendors. We will look at automating traditional network devices based on the command-line interface, as well as newer devices with API support, with hands-on labs. We will then learn the concepts and practical use cases of the Ansible framework in order to achieve your network goals. We will then move on to using Python for DevOps, starting with using open source tools to test, secure, and analyze your network. Then, we will focus on network monitoring and visualization. We will learn how to retrieve network information using a polling mechanism, flow-based monitoring, and visualizing the data programmatically. Next, we will learn how to use the Python framework to build your own customized network web

services. In the last module, you will use Python for SDN, where you will use a Python-based controller with OpenFlow in a hands-on lab to learn its concepts and applications. We will compare and contrast OpenFlow, OpenStack, OpenDaylight, and NFV. Finally, you will use everything you've learned in the book to construct a migration plan to go from a legacy to a scalable SDN-based network. Style and approach An easy-to-follow guide packed with hands-on examples of using Python for network device automation, DevOps, and SDN.

What is this book about? Geared toward programmers with no prior development knowledge, *Beginning AppleScript* serves as a comprehensive guide to using AppleScript on the Mac OS X platform. This title introduces the reader to AppleScript, and then illustrates how to efficiently start writing scripts through sample programs as each concept is introduced. Exercises at the end of each chapter allow the reader to test and demonstrate their knowledge on how to write functional scripts. The appendices include a list of

other resources for additional developer information, and a summary of the language suitable for reference.

The effectiveness of the user-computer interface has become increasingly important as computer systems have become useful tools for persons not trained in computer science. In fact, the interface is often the most important factor in the success or failure of any computer system. Dealing with the numerous subtly interrelated issues and technical, behavioral, and aesthetic considerations consumes a large and increasing share of development time and a corresponding percentage of the total code for any given application. A revision of one of the most successful books on human-computer interaction, this compilation gives students, researchers, and practitioners an overview of the significant concepts and results in the field and a comprehensive guide to the research literature. Like the first edition, this book combines reprints of key research papers and case studies with synthesizing survey material and analysis by the editors. It is significantly

reorganized, updated, and enhanced; over 90% of the papers are new. An invaluable resource for systems designers, cognitive scientists, computer scientists, managers, and anyone concerned with the effectiveness of user-computer interfaces, it is also designed for use as a primary or supplementary text for graduate and advanced undergraduate courses in human-computer interaction and interface design. Human computer interaction--historical, intellectual, and social Developing interactive systems, including design, evaluation methods, and development tools The interaction experience, through a variety of sensory modalities including vision, touch, gesture, audition, speech, and language Theories of information processing and issues of human-computer fit and adaptation

Java Programming

Build responsive, cross-platform, graphical applications with the Go programming language

Develop responsive and powerful GUI applications with PyQt and Tkinter

Introduction to Java Programming with Sun One Studio 4