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Java Tutorials Point

Provides example programs and their source code to explore concepts and technologies including Enterprise JavaBeans, JavaServer Pages, Java Message Service, and Java Naming and Directory Interface.

A guide for intermediate to advanced developers covers core Java fundamentals, advanced language features, classes, interfaces, class design, threading, and language statements.

Shows how to write, debug, and run a Perl program, describes CGI scripting and data manipulation, and describes scalar values, basic

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

Python Tutorial

Learn the fundamentals of programming with Java

Learning Java

JBoss at Work: A Practical Guide

Spring Data Standard Guide

The J2EE Tutorial

Solutions and Examples for Java Developers

Programming Fundamentals - A Modular Structured

Approach using C++ is written

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by Kenneth Leroy Busbee, a faculty member at Houston Community College in Houston, Texas. The materials used in this textbook/collection were developed by the author and others as independent modules for publication within the Connexions environment. Programming fundamentals are often divided into three college courses: Modular/Structured, Object Oriented and Data Structures. This textbook/collection covers the rest of those three courses. Java Programming for Beginners is an introduction to Java programming, taking you through the Java syntax and

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the fundamentals of object-oriented programming. About This Book Learn the basics of Java programming in a step-by-step manner Simple, yet thorough steps that beginners can follow Teaches you transferable skills, such as flow control and object-oriented programming Who This Book Is For This book is for anyone wanting to start learning the Java language, whether you're a student, casual learner, or existing programmer looking to add a new language to your skillset. No previous experience of Java or programming in general is required. What You Will Learn

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Learn the core Java language for both Java 8 and Java 9 Set up your Java programming environment in the most efficient way Get to know the basic syntax of Java Understand object-oriented programming and the benefits that it can bring Familiarize yourself with the workings of some of Java's core classes Design and develop a basic GUI Use industry-standard XML for passing data between applications In Detail Java is an object-oriented programming language, and is one of the most widely accepted languages because of its design and programming

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features, particularly in its promise that you can write a program once and run it anywhere. Java Programming for Beginners is an excellent introduction to the world of Java programming, taking you through the basics of Java syntax and the complexities of object-oriented programming. You'll gain a full understanding of Java SE programming and will be able to write Java programs with graphical user interfaces that run on PC, Mac, or Linux machines. This book is full of informative and entertaining content, challenging exercises, and dozens of code examples

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you can run and learn from. By reading this book, you'll move from understanding the data types in Java, through loops and conditionals, and on to functions, classes, and file handling. The book finishes with a look at GUI development and training on how to work with XML. The book takes an efficient route through the Java landscape, covering all of the core topics that a Java developer needs. Whether you're an absolute beginner to programming, or a seasoned programmer approaching an object-oriented language for the first time, Java Programming for

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Beginners delivers the focused training you need to become a Java developer. Style and approach This book takes a very hands-on approach, carefully building on lessons learned with snippets and tutorials to build real projects. Consisting of a number of well-known open source products, JBoss is more a family of interrelated services than a single monolithic application. But, as with any tool that's as feature-rich as JBoss, there are number of pitfalls and complexities, too. Most developers struggle with the same issues when deploying J2EE applications on JBoss:

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they have trouble getting the many J2EE and JBoss deployment descriptors to work together; they have difficulty finding out how to get started; their projects don't have a packaging and deployment strategy that grows with the application; or, they find the Class Loaders confusing and don't know how to use them, which can cause problems. *JBoss at Work: A Practical Guide* helps developers overcome these challenges. As you work through the book, you'll build a project using extensive code examples. You'll delve into all the major facets of J2EE

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application deployment on JBoss, including JSPs, Servlets, EJBs, JMS, JNDI, web services, JavaMail, JDBC, and Hibernate. With the help of this book, you'll:

- Implement a full J2EE application and deploy it on JBoss Discover how to use the latest features of JBoss 4 and J2EE 1.4, including J2EE-compliant web services Master J2EE application deployment on JBoss with EARs, WARs, and EJB JARs Understand the core J2EE deployment descriptors and how they integrate with JBoss-specific descriptors Base your security strategy on JAAS Written for Java developers

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who want to use JBoss on their projects, the book covers the gamut of deploying J2EE technologies on JBoss, providing a brief survey of each subject aimed at the working professional with limited time. If you're one of the legions of developers who have decided to give JBoss a try, then JBoss at Work: A Practical Guide is your next logical purchase. It'll show you in plain language how to use the fastest growing open source tool in the industry today. If you've worked with JBoss before, this book will get you up to speed on JBoss 4, JBoss WS (web services), and

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Hibernate 3.

Bug Bounty Bootcamp teaches you how to hack web applications. You will learn how to perform reconnaissance on a target, how to identify vulnerabilities, and how to exploit them. You'll also learn how to navigate bug bounty programs set up by companies to reward security professionals for finding bugs in their web applications. Bug bounty programs are company-sponsored programs that invite researchers to search for vulnerabilities on their applications and reward them for their findings. This book is designed to help beginners

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with little to no security experience learn web hacking, find bugs, and stay competitive in this booming and lucrative industry. You'll start by learning how to choose a program, write quality bug reports, and maintain professional relationships in the industry. Then you'll learn how to set up a web hacking lab and use a proxy to capture traffic. In Part 3 of the book, you'll explore the mechanisms of common web vulnerabilities, like XSS, SQL injection, and template injection, and receive detailed advice on how to find them and bypass common protections. You'll also learn

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how to chain multiple bugs to maximize the impact of your vulnerabilities. Finally, the book touches on advanced techniques rarely covered in introductory hacking books but that are crucial to understand to hack web applications. You'll learn how to hack mobile apps, review an application's source code for security issues, find vulnerabilities in APIs, and automate your hacking process. By the end of the book, you'll have learned the tools and techniques necessary to be a competent web hacker and find bugs on a bug bounty program.

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Software Engineering for Agile
Application Development
A Short Course on the Basics
Web Services, Object
Components, and Cloud
Computing
The Node Beginner Book
Dart in Action
AutomationML
Elements of Reusable Object-
Oriented Software
*Learn practical uses for
some of the hottest tech
applications trending
among technology
professionals We are
living in an era of
digital revolution. On the
horizon, many emerging
digital technologies are*

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being developed at a breathtaking speed. Whether we like it or not, whether we are ready or not, digital technologies are going to penetrate more and more, deeper and deeper, into every aspect of our lives. This is going to fundamentally change how we live, how we work, and how we socialize. Java, as a modern high-level programming language, is an excellent tool for helping us to learn these digital technologies, as well as to develop digital applications, such as IoT,

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AI, Cybersecurity, Blockchain and more. Practical Java Programming uses Java as a tool to help you learn these new digital technologies and to be better prepared for the future changes. Gives you a brief overview for getting started with Java Programming Dives into how you can apply your new knowledge to some of the biggest trending applications today Helps you understand how to program Java to interact with operating systems, networking, and mobile applications Shows you how

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Java can be used in trending tech applications such as IoT (Internet of Things), AI (Artificial Intelligence), Cybersecurity, and Blockchain Get ready to find out firsthand how Java can be used for connected home devices, healthcare, the cloud, and all the hottest tech applications.

Software -- Software Engineering.

A comprehensive and accessible introduction to the development of embedded systems and Internet of Things devices

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using ARM mbed Designing Embedded Systems and the Internet of Things (IoT) with the ARM mbed offers an accessible guide to the development of ARM mbed and includes a range of topics on the subject from the basic to the advanced. ARM mbed is a platform and operating system based on 32-bit ARM Cortex-M microcontrollers. This important resource puts the focus on ARM mbed NXP LPC1768 and FRDM-K64F evaluation boards. NXP LPC1768 has powerful features such as a fast microcontroller, various

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digital and analog I/Os, various serial communication interfaces and a very easy to use Web based compiler. It is one of the most popular kits that are used to study and create projects. FRDM-K64F is relatively new and largely compatible with NXP LPC1768 but with even more powerful features. This approachable text is an ideal guide that is divided into four sections; Getting Started with the ARM mbed, Covering the Basics, Advanced Topics and Case Studies. This getting

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started guide: Offers a clear introduction to the topic Contains a wealth of original and illustrative case studies Includes a practical guide to the development of projects with the ARM mbed platform Presents timely coverage of how to develop IoT applications Designing Embedded Systems and the Internet of Things (IoT) with the ARM mbed offers students and R&D engineers a resource for understanding the ARM mbed NXP LPC1768 evaluation board.

The Java® Tutorial, Fifth

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Edition, is based on Release 7 of the Java Platform Standard Edition. This revised and updated edition introduces the new features added to the platform, including a section on NIO.2, the new file I/O API, and information on migrating legacy code to the new API. The deployment coverage has also been expanded, with new chapters such as “Doing More with Rich Internet Applications” and “Deployment in Depth,” and a section on the fork/join feature has been added to

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the chapter on concurrency. Information reflecting Project Coin developments, including the new try-with-resources statement, the ability to catch more than one type of exception with a single exception handler, support for binary literals, and diamond syntax, which results in cleaner generics code, has been added where appropriate. The chapters covering generics, Java Web Start, and applets have also been updated. In addition, if you plan to take one of the Java SE 7

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certification exams, this guide can help. A special appendix, "Preparing for Java Programming Language Certification," lists the three exams available, details the items covered on each exam, and provides cross-references to where more information about each topic appears in the text. All of the material has been thoroughly reviewed by members of Oracle Java engineering to ensure that the information is accurate and up to date.

*Document Processing for
Java SE*

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*A Brain-Friendly Guide
Fundamentals of Computer
Programming with C#
Struts 2 Design and
Programming*

*Strengthen K-5 Math Skills
With Computer Science*

*The Java Programming
Language*

*Learn Java in One Day and
Learn It Well. Java for
Beginners with Hands-On
Project.*

*Use this guide to master the
XML metalanguage and JSON
data format along with
significant Java APIs for
parsing and creating XML
and JSON documents from
the Java language. New in*

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this edition is coverage of Jackson (a JSON processor for Java) and Oracle's own Java API for JSON processing (JSON-P), which is a JSON processing API for Java EE that also can be used with Java SE. This new edition of Java XML and JSON also expands coverage of DOM and XSLT to include additional API content and useful examples. All examples in this book have been tested under Java 11. In some cases, source code has been simplified to use Java 11's var language feature. The first six

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chapters focus on XML along with the SAX, DOM, StAX, XPath, and XSLT APIs. The remaining six chapters focus on JSON along with the mjson, GSON, JsonPath, Jackson, and JSON-P APIs. Each chapter ends with select exercises designed to challenge your grasp of the chapter's content. An appendix provides the answers to these exercises.

What You'll Learn
Master the XML language
Create, validate, parse, and transform XML documents
Apply Java's SAX, DOM, StAX, XPath, and XSLT APIs

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Master the JSON format for serializing and transmitting data Code against third-party APIs such as Jackson, mjson, Gson, JsonPath

Master Oracle's JSON-P API in a Java SE context Who This Book Is For Intermediate and advanced Java programmers who are developing applications that must access data stored in XML or JSON documents. The book also targets developers wanting to understand the XML language and JSON data format.

Offering both theoretical explanations and real-world

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applications, this in-depth guide covers the 2.0 version of Struts, revealing how to design, build, and improve Java-based Web applications within the Struts development framework. Feature functionality is explained in detail to help programmers choose the most appropriate feature to accomplish their objectives, while other chapters are devoted to file uploading, paging, and object caching. Python is an easy to learn, powerful programming language. It has efficient high-level data structures

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and a simple but effective approach to object-oriented programming. Python's elegant syntax and dynamic typing, together with its interpreted nature, make it an ideal language for scripting and rapid application development in many areas on most platforms. The Python interpreter and the extensive standard library are freely available in source or binary form for all major platforms from the Python Web site, <https://www.python.org/>, and may be freely distributed. The same site

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also contains distributions of and pointers to many free third party Python modules, programs and tools, and additional documentation. The Python interpreter is easily extended with new functions and data types implemented in C or C++ (or other languages callable from C). Python is also suitable as an extension language for customizable applications. This tutorial introduces the reader informally to the basic concepts and features of the python language and system. It helps to have a

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Python interpreter handy for hands-on experience, but all examples are self contained, so the tutorial can be read off-line as well. For a description of standard objects and modules, see [library-index](#). [reference-index](#) gives a more formal definition of the language. To write extensions in C or C++, read [extending-index](#) and [c-api-index](#). There are also several books covering Python in depth. This tutorial does not attempt to be comprehensive and cover every single feature, or even every commonly used

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feature. Instead, it introduces many of Python's most noteworthy features, and will give you a good idea of the language's flavor and style. After reading it, you will be able to read and write Python modules and programs, and you will be ready to learn more about the various Python library modules described in library-index. The Glossary is also worth going through.

A synergy of techniques on hybrid intelligence for real-life image analysis Hybrid Intelligence for Image Analysis and Understanding

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brings together research on the latest results and progress in the development of hybrid intelligent techniques for faithful image analysis and understanding. As such, the focus is on the methods of computational intelligence, with an emphasis on hybrid intelligent methods applied to image analysis and understanding. The book offers a diverse range of hybrid intelligence techniques under the umbrellas of image thresholding, image segmentation, image

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analysis and video analysis. Key features: Provides in-depth analysis of hybrid intelligent paradigms. Divided into self-contained chapters. Provides ample case studies, illustrations and photographs of real-life examples to illustrate findings and applications of different hybrid intelligent paradigms. Offers new solutions to recent problems in computer science, specifically in the application of hybrid intelligent techniques for image analysis and understanding, using well-known

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*contemporary algorithms.
The book is essential reading
for lecturers, researchers
and graduate students in
electrical engineering and
computer science.*

*Bug Bounty Bootcamp
Java Programming for
Beginners*

Design Patterns

*Designing Embedded
Systems and the Internet of
Things (IoT) with the ARM
mbed*

*Learn to Program the
Fundamentals the Java 9+
Way*

Learning Perl

The Guide to Finding and

Reporting Web Vulnerabilities

This book offers a deep dive into computer science integration, providing guidelines for designing elementary CS/math curricula through case studies and practical examples. How-to books related to computer science (CS) and teaching CS in K-12 environments are often either step-by-step guides or reference books, with little or no connection to pedagogy. By contrast, Coding + Math offers the analytical foundation teachers need to inform their practice, specifically in mathematics. Grounded in research, the book's mini-lessons contrast visual-based coding with text-based programming and provide guidance in the selection and creation of lessons, instructional materials and CS

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platforms to help educators prepare students for the careers of the future.

The book:

- *Includes case studies in each chapter, with a research snapshot that contextualizes the key elements of the case study.*
- *Offers strategies for “getting out the blocks” and introducing text-based CS when students are ready.*
- *Examines the rationale and effectiveness of scaffolded approaches to CS — such as block coding, scripted and storyboarding — vs. traditional syntax-based and problem-solving approaches.*
- *Ties effective teaching strategies directly to the CSTA K-12 Computer Science Standards, ISTE’s Standards for Computer Science Educators and the ISTE Computational Thinking Competencies. Coding + Math will strengthen the ties between math and CS*

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to support students' achievement in math, as well as their future CS course selections and pursuits of CS careers. Summary Dart in Action introduces Google's Dart language and provides techniques and examples showing how to use it as a viable replacement for Java and JavaScript in browser-based desktop and mobile applications. It begins with a rapid overview of Dart language and tools, including features like interacting with the browser, optional typing, classes, libraries, and concurrency with isolates. After you master the core concepts, you'll move on to running Dart on the server and creating single page HTML5 web applications. About the Technology Dart is a web programming language developed by Google. It has modern OO features, just like Java or

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C#, while keeping JavaScript's dynamic and functional characteristics. Dart applications are "transpiled" to JavaScript, and they run natively in Dart-enabled browsers. With production-quality libraries and tools, Dart operates on both the client and the server for a consistent development process. About this Book Dart in Action introduces the Dart language and teaches you to use it in browser-based, desktop, and mobile applications. Not just a language tutorial, this book gets quickly into the nitty-gritty of using Dart. Most questions that pop up while you're reading are answered on the spot! OO newbies will appreciate the gentle pace in the early chapters. Later chapters take a test-first approach and encourage you to try Dart hands-on. To benefit from this book

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you'll need experience with HTML and JavaScript? a Java or C# background is helpful but not required. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside Dart from the ground up Numerous code samples and diagrams Creating single-page web apps Transitioning from Java, C#, or JavaScript Running Dart in the browser and on the server About the Author Chris Buckett builds enterprise-scale web applications. He runs Dartwatch.com and is an active contributor to the dartlang list. "Includes numerous examples of core language features as well as more advanced HTML5 features." -; From the Foreword by Seth Ladd, Developer Advocate, Google

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Table of Contents PART 1

INTRODUCING DART Hello Dart

*"Hello World" with Dart tools Building
and testing your own Dart app PART 2*

CORE DART Functional first-class

*functions and closures Understanding
libraries and privacy Constructing*

*classes and interfaces Extending classes
and interfaces Collections of richer*

*classes Asynchronous programming with
callbacks and futures PART 3 CLIENT-*

*SIDE DART APPS Building a Dart web
app Navigating offline data*

*Communicating with other systems and
languages PART 4 SERVER-SIDE*

*DART Server interaction with files and
HTTP Sending, syncing, and storing*

data Concurrency with isolates

*Historically, grief and spirituality have
been jealously guarded as uniquely*

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human experiences. Although non-human animal grief has been acknowledged in recent times, its potency has not been recognised as equal to human grief. Anthropocentric philosophical questions still underpin both academic and popular discussions. In Enter the Animal, Teya Brooks Pribac examines what we do and don't know about grief and spirituality. She explores the growing body of knowledge about attachment and loss and how they shape the lives of both human and non-human animals. A valuable addition to the vibrant interdisciplinary conversation about animal subjectivity, Enter the Animal identifies conceptual and methodological approaches that have contributed to the prejudice against nonhuman animals. It offers a

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compelling theoretical base for the consideration of grief and spirituality across species and highlights important ethical implications for how humans treat other animals.

Teach Yourself Java for Macintosh in 21 Days Hayden

Enter the Animal

A Modular Structured Approach Using C++

Android Programming Tutorials

Cross-species perspectives on grief and spirituality

Introduction to Programming Using Java

Practical Java Programming for IoT, AI, and Blockchain

Essential Skills for Using and Securing Networks

JSON is becoming the backbone for meaningful data interchange

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over the internet. This format is now supported by an entire ecosystem of standards, tools, and technologies for building truly elegant, useful, and efficient applications. With this hands-on guide, author and architect Tom Marrs shows you how to build enterprise-class applications and services by leveraging JSON tooling and message/document design. JSON at Work provides application architects and developers with guidelines, best practices, and use cases, along with lots of real-world examples and code samples. You ' ll start with a comprehensive JSON overview, explore the JSON ecosystem, and then dive into JSON ' s use in the

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enterprise. Get acquainted with JSON basics and learn how to model JSON data Learn how to use JSON with Node.js, Ruby on Rails, and Java Structure JSON documents with JSON Schema to design and test APIs Search the contents of JSON documents with JSON Search tools Convert JSON documents to other data formats with JSON Transform tools Compare JSON-based hypermedia formats, including HAL and jsonapi Leverage MongoDB to store and access JSON documents Use Apache Kafka to exchange JSON-based messages between services The official book on the Rust programming language, written by the Rust development team at the

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Mozilla Foundation, fully updated for Rust 2018. The Rust Programming Language is the official book on Rust: an open source systems programming language that helps you write faster, more reliable software. Rust offers control over low-level details (such as memory usage) in combination with high-level ergonomics, eliminating the hassle traditionally associated with low-level languages. The authors of The Rust Programming Language, members of the Rust Core Team, share their knowledge and experience to show you how to take full advantage of Rust's features--from installation to creating robust and scalable

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programs. You'll begin with basics like creating functions, choosing data types, and binding variables and then move on to more advanced concepts, such as:

- Ownership and borrowing, lifetimes, and traits
- Using Rust's memory safety guarantees to build fast, safe programs
- Testing, error handling, and effective refactoring
- Generics, smart pointers, multithreading, trait objects, and advanced pattern matching
- Using Cargo, Rust's built-in package manager, to build, test, and document your code and manage dependencies
- How best to use Rust's advanced compiler with compiler-led programming techniques

You'll find plenty of code examples throughout the

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book, as well as three chapters dedicated to building complete projects to test your learning: a number guessing game, a Rust implementation of a command line tool, and a multithreaded server. New to this edition: An extended section on Rust macros, an expanded chapter on modules, and appendixes on Rust development tools and editions.

"A stereotype of computer science textbooks is that they are dry, boring, and sometimes even intimidating. As a result, they turn students' interests off from the subject matter instead of enticing them into it. This textbook is the opposite of such a stereotype. The author presents the subject matter

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in a refreshing story-telling style and aims to bring the Internet-generation of students closer to her stories." --Yingcai Xiao, The University of Akron Introduction to Middleware: Web Services, Object Components, and Cloud Computing provides a comparison of different middleware technologies and the overarching middleware concepts they are based on. The various major paradigms of middleware are introduced and their pros and cons are discussed. This includes modern cloud interfaces, including the utility of Service Oriented Architectures. The text discusses pros and cons of RESTful vs. non-RESTful web services, and also compares these to older but still

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heavily used distributed object/component middleware. The text guides readers to select an appropriate middleware technology to use for any given task, and to learn new middleware technologies as they appear over time without being greatly overwhelmed by any new concept. The book begins with an introduction to different distributed computing paradigms, and a review of the different kinds of architectures, architectural styles/patterns, and properties that various researchers have used in the past to examine distributed applications and determine the quality of distributed applications. Then it includes appropriate background material in networking

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and the web, security, and encoding necessary to understand detailed discussion in this area. The major middleware paradigms are compared, and a comparison methodology is developed.

Readers will learn how to select a paradigm and technology for a particular task, after reading this text. Detailed middleware technology review sections allow students or industry practitioners working to expand their knowledge to achieve practical skills based on real projects so as to become well-functional in that technology in industry. Major technologies examined include: RESTful web services (RESTful cloud interfaces such as OpenStack, AWS EC2

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interface, CloudStack; AJAX, JAX-RS, ASP.NET MVC and ASP.NET Core), non-RESTful (SOAP and WSDL-based) web services (JAX-WS, Windows Communication Foundation), distributed objects/components (Enterprise Java Beans, .NET Remoting, CORBA). The book presents two projects that can be used to illustrate the practical use of middleware, and provides implementations of these projects over different technologies. This versatile and class-tested textbook is suitable (depending on chapters selected) for undergraduate or first-year graduate courses on client server architectures, middleware, and cloud computing, web services, and

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web programming.

"Android Programming Tutorials" show you what you can do with Android, through a series of 28 individual exercises, giving you hands-on instruction in how to build sophisticated Android applications, using many of the technologies outlined in CommonsWare's other Android books. These exercises lead you through the basics of creating Android applications, all the way through many fun Android features like Internet access, location tracking, maps, integrated WebKit browsers, cameras, accelerometers, and much more. Full source code to all the exercise answers is available right on this page, to help you if you get stuck.

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"Android Programming Tutorials" makes an excellent companion volume to more traditional Android books that merely tell you what is possible. The book has been battle-tested, used in the author's live Android training events, with the exercises put through their paces by hundreds of students.

A Tutorial

Network Programming with Go
Learn Coding Fast with Hands-On
Examples

Java XML and JSON

Java

Learn Java in One Day and Learn It
Well

Flutter in Action

*Dive into key topics in
network architecture and*

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Go, such as data serialization, application level protocols, character sets and encodings. This book covers network architecture and gives an overview of the Go language as a primer, covering the latest Go release. Beyond the fundamentals, Network Programming with Go covers key networking and security issues such as HTTP and HTTPS, templates, remote procedure call (RPC), web sockets including

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HTML5 web sockets, and more. Additionally, author Jan Newmarch guides you in building and connecting to a complete web server based on Go. This book can serve as both as an essential learning guide and reference on Go networking. What You Will Learn Master network programming with Go Carry out data serialization Use application-level protocols Manage character sets and encodings Deal with

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HTTP(S) Build a complete Go-based web server Work with RPC, web sockets, and more Who This Book Is For Experienced Go programmers and other programmers with some experience with the Go language.

This book is a collection of tutorial notes and sample codes written by the author while he was learning JVM GC (Garbage Collection) processes. Topics include Java Garbage Collectors, STW (Stop-The-World), Serial

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*Collector, Parallel
Collector, Concurrent
Collector, G1 Collector,
GC Algorithms,
Generational GC,
Regional GC, Heap Memory
Management, Young/New
Generation, Tenured/Old
Generation, Object
Reference, Eden Space,
Survivor Spaces, Minor
GC, Major GC, Full GC,
Performance Tuning,
Throughput/Latency
Performance, Heap
Footprint. Updated in
2022 (Version v1.11)
with JVM 17. For latest
updates and free sample*

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chapters, visit <https://www.herongyang.com/Java-GC>.

Summary In 2017, consumers downloaded 178 billion apps, and analysts predict growth to 258 billion by 2022. Mobile customers are demanding more—and better—apps, and it's up to developers like you to write them! Flutter, a revolutionary new cross-platform software development kit created by Google, makes it easier than ever to write secure, high-

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performance native apps for iOS and Android. Flutter apps are blazingly fast because this open source solution compiles your Dart code to platform-specific programs with no JavaScript bridge! Flutter also supports hot reloading to update changes instantly. And thanks to its built-in widgets and rich motion APIs, Flutter's apps are not just highly responsive, they're stunning! Purchase of the print book includes

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a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology With Flutter, you can build mobile applications using a single, feature-rich SDK that includes everything from a rendering engine to a testing environment. Flutter compiles programs written in Google's intuitive Dart language to platform-specific code so your iOS and Android games, utilities, and shopping

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platforms all run like native Java or Swift apps. About the book Flutter in Action teaches you to build professional-quality mobile applications using the Flutter SDK and the Dart programming language. You'll begin with a quick tour of Dart essentials and then dive into engaging, well-described techniques for building beautiful user interfaces using Flutter's huge collection of built-in widgets. The combination

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of diagrams, code examples, and annotations makes learning a snap. As you go, you'll appreciate how the author makes easy reading of complex topics like routing, state management, and async programming.

What's inside

Understanding the Flutter approach to the UI All the Dart you need to get started Creating custom animations Testing and debugging About the reader You'll need basic web or mobile

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app development skills. About the author Eric Windmill is a professional Dart developer and a contributor to open-source Flutter projects. His work is featured on the Flutter Showcase page. Table of Contents:

*PART 1 - MEET FLUTTER 1
| Meet Flutter 2 | A
brief intro to Dart 3 |
Breaking into Flutter*

*PART 2 - FLUTTER USER
INTERACTION, STYLES, AND
ANIMATIONS 4 | Flutter
UI: Important widgets,
themes, and layout 5 |*

Online Library Java Tutorials Point

User interaction: Forms and gestures 6 | Pushing pixels: Flutter animations and using the canvas PART 3 - STATE MANAGEMENT AND ASYNCHRONOUS DART 7 | Flutter routing in depth 8 | Flutter state management 9 | Async Dart and Flutter and infinite scrolling PART 4 - BEYOND FOUNDATIONS 10 | Working with data: HTTP, Firestore, and JSON 11 | Testing Flutter apps

An overview of the programming language's

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*fundamentals covers
syntax, initialization,
implementation, classes,
error handling, objects,
applets, multiple
threads, projects, and
network programming.*

*Hybrid Intelligence for
Image Analysis and
Understanding
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Integration for the Web*

*The Rust Programming
Language (Covers Rust
2018)*

*Head First Java
Java Cookbook*

Programming Fundamentals

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Learning a complex new language is no easy task especially when it is an object-oriented computer programming language like Java. You might think the problem is your brain. It seems to have a mind of its own, a mind that doesn't always want to take in the dry, technical stuff you're forced to study. The fact is your brain craves novelty. It's constantly searching, scanning, waiting for something unusual to happen. After all, that's the way it was built to help you stay alive. It takes all the routine, ordinary, dull stuff and filters it to the background so it won't interfere with your brain's real work--recording things that matter. How does your brain know what matters? It's like the creators

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of the Head First approach say, suppose you're out for a hike and a tiger jumps in front of you, what happens in your brain? Neurons fire. Emotions crank up. Chemicals surge. That's how your brain knows. And that's how your brain will learn Java. Head First Java combines puzzles, strong visuals, mysteries, and soul-searching interviews with famous Java objects to engage you in many different ways. It's fast, it's fun, and it's effective. And, despite its playful appearance, Head First Java is serious stuff: a complete introduction to object-oriented programming and Java. You'll learn everything from the fundamentals to advanced topics, including

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threads, network sockets, and distributed programming with RMI. And the new, second edition focuses on Java 5.0, the latest version of the Java language and development platform. Because Java 5.0 is a major update to the platform, with deep, code-level changes, even more careful study and implementation is required. So learning the Head First way is more important than ever. If you've read a Head First book, you know what to expect--a visually rich format designed for the way your brain works. If you haven't, you're in for a treat. You'll see why people say it's unlike any other Java book you've ever read. By exploiting how your brain works, Head First Java

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compresses the time it takes to learn and retain--complex information. Its unique approach not only shows you what you need to know about Java syntax, it teaches you to think like a Java programmer. If you want to be bored, buy some other book. But if you want to understand Java, this book's for you.

(2018 Edition, Updated for Netbeans 9.0) Learn Java Programming Fast with a unique Hands-On Project. Book 4 of the Learn Coding Fast Series. Covers Java 8. Have you always wanted to learn computer programming but are afraid it'll be too difficult for you? Or perhaps you know other programming languages but are

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interested in learning the Java language fast? This book is for you. You no longer have to waste your time and money trying to learn Java from boring books that are 600 pages long, expensive online courses or complicated Java tutorials that just leave you more confused and frustrated. What this book offers... Java for Beginners Complex concepts are broken down into simple steps to ensure that you can easily master the Java language even if you have never coded before. Carefully Chosen Java Examples Examples are carefully chosen to illustrate all concepts. In addition, the output for all examples are provided immediately so you do not have to

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hundreds of hands-on recipes across

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learn useful techniques for everything

from debugging and data structures to

GUI development and functional

programming. Each recipe includes

self-contained code solutions that you

can freely use, along with a discussion

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to cater to the busy individual. You no longer have to endure boring and lengthy Java textbooks that simply puts you to sleep. With this book, you can learn Java fast and start coding immediately. How is this book different... The best way to learn Java is by doing. This book includes a unique project at the end of the book that requires the application of all the concepts taught previously. Working through the project will not only give you an immense sense of achievement, it'll also help you retain the knowledge and master the language. What you'll learn:

- Introduction to Java- What is Java?-
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What is a primitive type vs reference type?- What are the common Java operators?Object Oriented Programming- What is object oriented programming?- How to write your own classes- What are fields, methods and constructors?- What is encapsulation, inheritance and polymorphism?- What is an abstract class and interface?Controlling the Flow of a Program- What are condition statements?- How to use control flow statements in Java- How to handle errors and exceptions- How to throw your own exceptionand Others...- How to accept user inputs and display outputs- What is a generic?- What are the functional interfaces?- How to work with external files...and so much more....Finally, you'll be guided through a hands-on tutorial that requires the application of all the

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The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming

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Write your first code in Java using simple, step-by-step examples that model real-world objects and events, making learning easy. With this book you'll be able to pick up the concepts without fuss. Java for Absolute Beginners teaches Java development in language anyone can understand, giving you the best possible start. You'll see clear code descriptions and layout so that you can get your code running as soon as possible. After reading this book, you'll come away with the basics to get started writing programs in

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Java. Author Iuliana Cosmina focuses on practical knowledge and getting up to speed quickly—all the bits and pieces a novice needs to get started programming in Java. First, you'll discover how Java is executed, what type of language it is, and what it is good for. With the theory out of the way, you'll install Java, choose an editor such as IntelliJ IDEA, and write your first simple Java program. Along the way you'll compile and execute this program so it can run on any platform that supports Java. As part of this tutorial you'll see how to write high-quality code by following conventions and respecting well-known programming principles, making your projects more professional and efficient. Finally, alongside the core features of Java, you'll learn skills in some of the newest and most exciting features of the language: Generics, Lambda expressions, modular

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As the software industry continues to evolve, professionals are continually searching for practices that can assist with the various problems and challenges in information technology (IT). Agile development has become a popular method of research in recent years due to

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its focus on adapting to change. There are many factors that play into this process, so success is no guarantee. However, combining agile development with other software engineering practices could lead to a high rate of success in problems that arise during the maintenance and development of computing technologies. Software Engineering for Agile Application Development is a collection of innovative research on the methods and implementation of adaptation practices in software development that improve the quality and performance of IT products. The presented materials combine theories from current empirical research results as well as practical experiences from real projects that provide insights into incorporating agile qualities into the architecture of the software so that the product adapts to changes and is easy to maintain. While highlighting topics

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including continuous integration, configuration management, and business modeling, this book is ideally designed for software engineers, software developers, engineers, project managers, IT specialists, data scientists, computer science professionals, researchers, students, and academics.