

## Jchart Developer Guide

A guide for beginner's with step-by-step instructions and an easy-to-follow approach.PrimeFaces Beginners Guide is a simple and effective guide for beginners, wanting to learn and implement PrimeFaces in their JSF-based applications. Some basic JSF and jQuery skills are required before you start working through the book.

Develop, Implement and Tuneup your Machine Learning applications using the power of Java programming About This Book Detailed coverage on key machine learning topics with an emphasis on both theoretical and practical aspects Address predictive modeling problems using the most popular machine learning Java Libraries A comprehensive course covering a wide spectrum of topics such as machine learning and natural language through practical use-cases Who This Book Is For This course is the right resource for anyone with some knowledge of Java programming who wants to get started with Data Science and Machine Learning as quickly as possible. If you want to gain meaningful insights from big data and develop intelligent applications using Java, this course is also a must-have. What You Will Learn Understand key data analysis techniques centered around machine learning Implement Java APIs and various techniques such as classification, clustering, anomaly detection, and more Master key Java machine learning libraries, their functionality, and various kinds of problems that can be addressed using each of them Apply machine learning to real-world data for fraud detection, recommendation engines, text classification, and human activity recognition Experiment with semi-supervised learning and stream-based data mining, building high-performing and real-time predictive models Develop intelligent systems centered around various domains such as security, Internet of Things, social networking, and more In Detail Machine Learning is one of the core area of Artificial Intelligence where computers are trained to self-learn, grow, change, and adapt on their own without being explicitly programmed. In this course, we cover how Java is employed to build powerful machine learning models to address the problems being faced in the world of Data Science. The course demonstrates complex data extraction and statistical techniques supported by Java, applying various machine learning methods, exploring machine learning sub-domains, and exploring real-world use cases such as recommendation systems, fraud detection, natural language processing, and more, using Java programming. The course begins with an introduction to data science and basic data science tasks such as data collection, data cleaning, data analysis, and data visualization. The next section has a detailed overview of statistical techniques, covering machine learning, neural networks, and deep learning. The next couple of sections cover applying machine learning methods using Java to a variety of chores including classifying, predicting, forecasting, market basket analysis, clustering stream learning, active learning, semi-supervised learning, probabilistic graph modeling, text mining, and deep learning. The last section highlights real-world test cases such as performing activity recognition, developing image recognition, text classification, and anomaly detection. The course includes premium content from three of our most popular books: Java for Data Science Machine Learning in Java Mastering Java Machine Learning On completion of this course, you will understand various machine learning techniques, different machine learning Java algorithms you can use to gain data insights, building data models to analyze larger complex data sets, and incubating applications using Java and machine learning algorithms in the field of artificial intelligence. Style and approach This comprehensive course proceeds from being a tutorial to a practical guide, providing an introduction to machine learning and different machine learning techniques, exploring machine learning with Java libraries, and demonstrating real-world machine learning use cases using the Java platform.

When you need quick answers for developing or debugging Java programs, this pocket guide provides a handy reference to the standard features of the Java programming language and its platform. You'll find helpful programming examples, tables, figures, and lists, as well as supplemental information about topics including the Java Scripting API, third-party tools, and the basics of the Unified Modeling Language (UML). Updated for new features through Java SE 7, this little book is an ideal companion, whether you're in the office, in the lab, or on the road. Quickly find Java language details, such as naming conventions, fundamental types, and object-oriented programming elements Get details on the Java SE 7 platform, including development basics, memory management, concurrency, and generics Browse through basic information on NIO 2.0, the G1 Garbage Collector, and Project Coin (JSR-334) features Get supplemental references to development, CM, and test tools; libraries; IDEs; and Java-related scripting languages Find information to help you prepare for the Oracle Certified Associate Java SE 7 Programmer I exam

Mastering Java: A Beginner's Guide introduces developers of all ages to the beautiful and valuable world of Java. Java is frequently used as the default platform for scientific applications, including natural language processing. The primary reason for this is that it is secure, portable, and extensible. It also has excellent high-level concurrency tools. In terms of software development, the introduction of Java undoubtedly was a watershed moment. You've surely heard of Java if you're a software developer. For a multitude of reasons, its relevance and functionality in the world of coding deserve high acclaim. Computers have become highly adaptable devices that can handle multi-level undo and multi-threaded apps, mostly thanks to Java. As its syntax is comparable to English, Java is relatively simple to learn and understand in a short period of time. Despite being a slightly older piece of technology, Java still performs well. It is regularly ranked among the most popular languages of programming. It is critical for enterprise-level web apps and microservices, which are expected to grow in popularity over the coming year. Java will continue to dominate the banking industry and the Fintech business for years to come. Mastering Java addresses various aspects pertaining to Java development. Mastering Java will prove to be of enormous assistance to Java developers of all levels. This book focuses on a variety of topics; it provides a concise explanation of Java's introduction, benefits, characteristics, and examines why Java is so essential. Mastering Java also includes installation advice and information on the many components that make Java work, such as Object-Oriented Programming, Strings, Collections, Packages, and Databases. Mastering Java will always be a helpful resource for both intermediate learners and skilled personnel. Learn more about our other

Mastering titles at: <https://www.routledge.com/Mastering-Computer-Science/book-series/MCS>

Interactive Data Processing and 3D Visualization of the Solid Earth

NetBeans: The Definitive Guide

Java 11 Cookbook

Data Analysis, Machine Learning and Applications

Java Pocket Guide

PrimeFaces Beginner's Guide

An author-sourced index to selected general interest periodicals of reference value in libraries.

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This book gives a detailed introduction into the Eclipse platform and covers all relevant aspects of Eclipse RCP development. Every topic in this book has a content section in which the topic is explained and afterwards you have several exercises to practice your learning. You will be guided through all relevant aspects of Eclipse 4 development using an comprehensive example which you continue to adapt and extend. The book covers, e.g. the application model, dependency injection, CSS styling, the render framework, the event system and much more. Proven Eclipse technologies like SWT, JFace viewers, OSGI modularity and services, data binding, etc. are also covered in detail. This book requires a working knowledge of Java and assumes that you are familiar in using the Eclipse IDE for Java development.

Technological Developments in Networking, Education and Automation

Generative and Transformational Techniques in Software Engineering II

Java 8 Pocket Guide

Nuclear Safety

Clean Code

Engineering Multi-Agent Systems

Data analysis and machine learning are research areas at the intersection of computer science, artificial intelligence, mathematics and statistics. They cover general methods and techniques that can be applied to a vast set of applications such as web and text mining, marketing, medical science, bioinformatics and business intelligence. This volume contains the revised versions of selected papers in the field of data analysis, machine learning and applications presented during the 31st Annual Conference of the German Classification Society (Gesellschaft für Klassifikation - GfKl). The conference was held at the Albert-Ludwigs-University in Freiburg, Germany, in March 2007. InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.

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Get a head start with eXist, the open source NoSQL database and application development platform built entirely around XML technologies. With this hands-on guide, you'll learn eXist from the ground up, from using this feature-rich database to work with millions of documents to building complex web applications that take advantage of eXist's many extensions. If you're familiar with XRM—as a student, professor, publisher, or developer—you'll find that eXist is ideal for all kinds of documents. This book shows you how to store, query, and search documents with XQuery and other XML technologies, and how to construct applications on top of the database with tools such as eXide and eXist's built-in development environment. Manage both data-oriented and text-oriented markup documents seamlessly Build a sample application that analyzes and searches Shakespeare's plays Go inside the architecture and learn how eXist processes documents Learn how to work with eXist's internal development environment Choose among various indexes, including a full-text indexed base on Apache Lucene Dive into eXist's APIs for integrating or interacting with the database Extend eXist by building your own Triggers, Scheduled Tasks, and XQuery extension modules

Java Programming For Developers: The Definitive Guide to Learn JDBC And Database ApplicationsSPARTA PUBLISHING

The second instance of the international summer school on Generative and Transformational Techniques in Software Engineering (GTTSE 2007) was held in Braga, Portugal, during July 2-7, 2007. This volume contains an augmented selection of the material presented at the school, including full tutorials, short tutorials, and contributions to the participants workshop. The GTTSE summer school series brings together PhD students, lecturers, technology presenters, as well as other researchers and practitioners who are interested in the generation and the transformation of programs, data, models, metamodels, and meta-models, and in the application model, dependency injection, CSS styling, the render framework, the event system and much more. Proven Eclipse technologies like SWT, JFace viewers, OSGI modularity and services, data binding, etc. are also covered in detail. This book requires a working knowledge of Java and assumes that you are familiar in using the Eclipse IDE for Java development.

Technological Developments in Networking, Education and Automation includes a set of rigorously reviewed world-class manuscripts addressing and detailing state-of-the-art research projects in the following areas: Computer Networks: Access Technologies, Medium Access Control, Network architectures and Equipment, Optical Networks and Switching, Telecommunication Technology, and Ultra Wideband Communications. Engineering Education and Online Learning: including development of courses and systems for engineering, technical and liberal studies programs; online laboratories; intelligent testing using fuzzy logic; taxonomy of e-courses; and evaluation of online courses.

Pedagogy: including benchmarking; group-learning; active learning; teaching of multiple subjects together; ontology; and knowledge management. Instruction Technology: including internet textbooks; virtual reality labs, instructional design, virtual models, pedagogy-oriented markup languages; graphic design possibilities; open source classroom management software; e-mail systems; tablet-pcs; personalization using web mining technology; intelligent digital chalkboards; virtual room concepts for cooperative scientific work; and network technologies. Coding and Modulation: Modeling and Simulation, OFDM technology, Space-time Coding, Space-time Coding, SDMA System, Wireless Technology, Bluetooth, Cellular Wireless Networks, Cordless Systems and Wireless Local Loop, HIPERLAN, IEEE 802.11, Mobile Network Layer, Mobile Transport Layer, and Spread Spectrum. Network Security and applications: Authentication Applications, Block Ciphers Design Principles, Block Ciphers Modes of Operation, Electronic Mail Security, Encryption & Message Confidentiality, Firewalls, IP Security, Key Cryptography & Message Authentication, and Web Security. Robotics, Control Systems and Automation: Distributed Control Systems, Automation, Expert Systems, Robotics, Factory Automation, Intelligent Control Systems, Man Machine Interaction, Manufacturing Information System, Motion Control, and Process Automation. Vision Systems: for human action sensing, face recognition, and image processing algorithms for smoothing of high speed motion. Electronics and Power Systems: Actuators, Electro-Mechanical Systems, High Frequency Converters, Industrial Electronics, Motors and Drives, Power Converters, Power Devices and Components, and Power Electronics.

Containing 101 fun, interesting, and useful ways to get more out of Java, this title targets developers and system architects who have some basic Java knowledge but may not be familiar with the wide range of libraries available.

Hearings Before a Subcommittee of the Committee on Appropriations, House of Representatives, Ninety-fourth Congress, Second Session

Public Works for Water and Power Development and Energy Research Appropriation Bill, 1977

A Beginner's Guide

Effects of Wetland Conversion to Farming on Water Quality and Sediment and Nutrient Retention in a Tropical Catchment

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and photo. The Case File has seven columns: case\_file\_id (primary key), suspect\_id (foreign key), police\_station\_id (foreign key), investigator\_id (foreign key), victim\_id (foreign key), status, and description. Here, you will also design a Java GUI to display, edit, fill, and delete data in both tables. Finally, this book is hopefully useful and can improve database programming skills for every Java/MariaDB/SQLite programmer.

Wolfgang Engel's GPU Pro 360 Guide to Geometry Manipulation gathers all the cutting-edge information from his previous seven GPU Pro volumes into a convenient single source anthology that covers geometry manipulation in computer graphics. This volume is complete with 19 articles by leading programmers that focus on the ability of graphics processing units to process and generate geometry in exciting ways. GPU Pro 360 Guide to Geometry Manipulation is comprised of ready-to-use ideas and efficient procedures that can help solve many computer graphics programming challenges that may arise.

Looks at the principles and clean code, includes case studies showcasing the practices of writing clean code, and contains a list of heuristics and "smells" accumulated from the process of writing clean code.

This is a Cookbook with easy-to-follow recipes, containing practical and detailed examples which are all fully backed up with code, illustrations, and tips to dig deep into Backbone.js. This book is great for JavaScript developers who want to learn how to build advanced frontend applications with the Backbone.js framework. This book can be used in educational institutions to teach students how to build frontend applications in an MVC manner. It's assumed that you have some experience in jQuery, and are familiar with HTML.

Big Data Analytics with Java

Readers' Guide to Periodical Literature

FROM ZERO TO JOBC HERO

Struts 2 Design and Programming

eXist

Intelligent BPM Systems: Impact and Opportunity