

Mysql For Beginners Self Study Course Oracle University

In this book, you will learn how to build from scratch a MySQL database management system using Java. In designing a GUI and as an IDE, you will make use of the NetBeans tool. Gradually and step by step, you will be taught how to use MySQL in Java. In the first chapter, you will learn: How to install NetBeans, JDK 11, and MySQL Connector/J; How to integrate external libraries into projects; How the basic MySQL commands are used; How to query statements to create databases, create tables, fill tables, and manipulate table contents is done. In the second chapter, you will study: Creating the initial three table projects in the school database: Teacher table, TClass table, and Subject table; Creating database configuration files; Creating a Java GUI for viewing and navigating the contents of each table; Creating a Java GUI for inserting and editing tables; and Creating a Java GUI to join and query the three tables. In the third chapter, you will learn: Creating the main form to connect all forms; Creating a project will add three more tables to the school database: the Student table, the Parent table, and Tuition table; Creating a Java GUI to view and navigate the contents of each table; Creating a Java GUI for editing, inserting, and deleting records in each table; Creating a Java GUI to join and query the three tables and all six. In chapter four, you will study how to query the six tables. In chapter five, you will learn the basics of cryptography using Java. Here, you will learn how to write a Java program to count Hash, MAC (Message Authentication Code), store keys in a KeyStore, generate PrivateKey and PublicKey, encrypt / decrypt data, and generate and verify digital prints. In chapter six, you will learn how to create and store salt passwords and verify them. You will create a Login table. In this case, you will see how to create a Java GUI using NetBeans to implement it. In addition to the Login table, in this chapter you will also create a Client table. In the case of the Client table, you will learn how to generate and save public and private keys into a database. You will also learn how to encrypt / decrypt data and save the results into a database. In chapter seven, you will create an Login table. This account table has the following ten fields: account_id (primary key), client_id (primarykey), account_number, account_date, account_type, plain_balance, cipher_balance, decipher_balance, digital_signature, and signature_verification. In this case, you will learn how to implement generating and verifying digital prints and storing the results into a database. In chapter eight, you create a table with the name of the Account, which has ten columns: account_id (primary key), client_id (primarykey), account_number, account_date, account_type, plain_balance, cipher_balance, decipher_balance, digital_signature, and signature_verification. In chapter nine, you will create a Client_Data table, which has the following seven fields: client_data_id (primary key), account_id (primary_key), birth_date, address, mother_name, telephone, and photo_path. In chapter ten, you will be taught how to extract image features, utilizing BufferedImage class, in Java GUI. In chapter eleven, you will be taught how to create Crime database and its tables. In chapter twelve, you will be taught to create Java GUI to view, edit, insert, and delete Suspect table data. This table has eleven columns: suspect_id (primary key), suspect_name, birth_date, case_date, report_date, suspect_status, arrest_date, mother_name, address, telephone, and photo. In chapter thirteen, you will be taught to create Java GUI to view, edit, insert, and delete Feature_Extraction table data. This table has eight columns: feature_id (primary key), suspect_id (foreign key), feature1, feature2, feature3, feature4, feature5, and feature6. All six fields (except keys) will have a BLOB data type, so that the image of the feature will be directly saved into this table. In chapter fourteen, you will add two tables: Police_Station and Investigator. These two tables will later be joined to Suspect table through another table, File_Case, which will be built in the seventh chapter. The Police_Station has six columns: police_station_id (primary key), location, city, province, telephone, and photo. The Investigator has eight columns: investigator_id (primary key), investigator_name, rank, birth_date, gender, address, telephone, and photo. Here, you will design a Java GUI to display, edit, fill, and delete data in both tables. In chapter fifteen, you will add two tables: Victim and File_Case. The File_Case table will connect four other tables: Suspect, Police_Station, Investigator and Victim. The Victim table has nine columns: victim_id (primary key), victim_name, crime_type, birth_date, crime_date, gender, address, telephone, and photo. The File_Case has seven columns: file_case_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.

The book details how programmers and database professionals can develop Access-based Java GUI applications that involves database and image processing. This book will help you quickly write efficient, high-quality access-database-driven code with Java. It's an ideal way to begin, whether you're new to programming or a professional developer versed in other languages. The lessons in this book are a highly organized and well-indexed set of tutorials meant for students and programmers. Netbeans, a specific IDE (Integrated Development Environment) is used to create GUI (Graphical User Interface applications).The finished product is the reward, but the readers are fully engaged and enriched by the process. This kind of learning is often the focus of training. In this book, you will learn how to build from scratch two access database management systems using Java. In designing a GUI and as an IDE, you will make use of the NetBeans tool. In chapter one, you will create School database and six tables. In chapter two, you will study: Creating the initial three table projects in the school database: Teacher table, TClass table, and Subject table; Creating database configuration files; Creating a Java GUI for viewing and navigating the contents of each table; Creating a Java GUI for inserting and editing tables; and Creating a Java GUI to join and query the three tables. In chapter three, you will learn: Creating the main form to connect all forms; Creating a project will add three more tables to the school database: the Student table, the Parent table, and Tuition table; Creating a Java GUI to view and navigate the contents of each table; Creating a Java GUI for editing, inserting, and deleting records in each table; Creating a Java GUI to join and query the three tables and all six. In chapter four, you will study how to query the six tables. In chapter five, you will be taught how to create Crime database and its tables. In chapter six, you will be taught how to extract image features, utilizing BufferedImage class, in Java GUI. In chapter seven, you will be taught to create Java GUI to view, edit, insert, and delete Suspect table data. This table has eleven columns: suspect_id (primary key), suspect_name, birth_date, case_date, report_date, suspect_status, arrest_date, mother_name, address, telephone, and photo. In chapter eighth, you will be taught to create Java GUI to view, edit, insert, and delete Feature_Extraction table data. This table has eight columns: feature_id (primary key), suspect_id (foreign key), feature1, feature2, feature3, feature4, feature5, and feature6. In chapter nine, you will add two tables: Police and Investigator. These two tables will later be joined to Suspect table through another table, Case_File, which will be built in the seventh chapter. The Police has six columns: police_id (primary key), location, city, province, telephone, and photo. The Investigator has eight columns: investigator_id (primary key), investigator_name, rank, birth_date, gender, address, telephone, and photo. Here, you will design a Java GUI to display, edit, fill, and delete data in both tables. In chapter ten, you will add two tables: Victim and Case_File. The Case_File table will connect four other tables: Suspect, Police, Investigator and Victim. The Victim table has nine columns: victim_id (primary key), victim_name, crime_type, birth_date, crime_date, gender,

address, telephone, and photo. The Case_File has seven columns: case_file_id (primary key), suspect_id (foreign key), police_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.

This hands-on book introduces the essential topic of coding and the Python computer language to beginners and programmers of all ages. This book explains relational theory in practice, and demonstrates through two projects how you can apply it to your use of MySQL and SQL Server databases. This book covers the important requirements of teaching databases with a practical and progressive perspective. This book offers the straightforward, practical answers you need to help you do your job. This hands-on tutorial/reference/guide to MySQL and SQL Server is not only perfect for students and beginners, but it also works for experienced developers who aren't getting the most from both databases. In designing a GUI and as an IDE, you will make use of Qt Designer. In the first chapter, you will learn to use several widgets in PyQt5: Display a welcome message; Use the Radio Button widget; Grouping radio buttons; Displays options in the form of a check box; and Display two groups of check boxes. In chapter two, you will learn to use the following topics: Using Signal / Slot Editor; Copy and place text from one Line Edit widget to another; Convert data types and make a simple calculator; Use the Spin Box widget; Use scrollbars and sliders; Using the Widget List; Select a number of list items from one Widget List and display them on another Widget List widget; Add items to the Widget List; Perform operations on the Widget List; Use the Combo Box widget; Displays data selected by the user from the Calendar Widget; Creating a hotel reservation application; and Display tabular data using Table Widgets. In chapter three, you will learn: How to create the initial three tables project in the School database: Teacher, Class, and Subject tables; How to create database configuration files; How to create a Python GUI for inserting and editing tables; How to create a Python GUI to join and query the three tables. In chapter four, you will learn how to: Create a main form to connect all forms; Create a project will add three more tables to the school database: Student, Parent, and Tuition tables; Create a Python GUI for inserting and editing tables; Create a Python GUI to join and query over the three tables. In chapter five, you will join the six classes, Teacher, TClass, Subject, Student, Parent, and Tuition and make queries over those tables. In chapter six, you will create and configure database. In this chapter, you will create Suspect table in crime database. This table has eleven columns: suspect_id (primary key), suspect_name, birth_date, case_date, report_date, suspect_status, arrest_date, mother_name, address, telephone, and photo. You will also create GUI to display, edit, insert, and delete for this table. In chapter seven, you will create a table with the name Feature_Extraction, which has eight columns: feature_id (primary key), suspect_id (foreign key), feature1, feature2, feature3, feature4, feature5, and feature6. The six fields (except keys) will have VARBINARY(MAX) data type. You will also create GUI to display, edit, insert, and delete for this table. In chapter eight, you will create two tables, Police and Investigator. The Police table has six columns: police_id (primary key), province, city, address, telephone, and photo. The Investigator table has eight columns: investigator_id (primary key), investigator_name, rank, birth_date, gender, address, telephone, and photo. You will also create GUI to display, edit, insert, and delete for both tables. In the last chapter, you will create two tables, Victim and Case_File. The Victim table has nine columns: victim_id (primary key), victim_name, crime_type, birth_date, crime_date, gender, address, telephone, and photo. The Case_File table has seven columns: case_file_id (primary key), suspect_id (foreign key), police_id (foreign key), investigator_id (foreign key), victim_id (foreign key), status, and description. You will create GUI to display, edit, insert, and delete for both tables.

Presents instructions on using MySQL, covering such topics as installation, querying, user management, security, and backups and recovery.

The Absolute Beginner's Guide to Learn Python GUI with MySQL and SQL Server Databases

A Smart Guide For Absolute Beginners To Learn SQL Database And Server. Learn It Faster And Remember It Longer

A Step by Step, Project-Based Introduction to Python GUI Programming

The Absolute Beginner's Guide to Learn Database Programming Using Python GUI with PostgreSQL and SQL Server

A Hands-On, Practical Database Programming

Learning SQL

Learning MySQL"O'Reilly Media, Inc."

The lessons in this book are a highly organized and well-indexed set of tutorials meant for students and programmers. Netbeans, a specific IDE (Integrated Development Environment) is used to create GUI (Graphical User Interface applications). The finished product is the reward, but the readers are fully engaged and enriched by the process. This kind of learning is often the focus of training. In this book, you will learn how to build from scratch a SQL Server database management system using Java. In designing a GUI and as an IDE, you will make use of the NetBeans tool. Gradually and step by step, you will be taught how to use SQL Server in Java. In chapter one, you will learn: How to create SQL Server database and six tables. In the chapter two, you will study: Creating the initial three table projects in the school database: Teacher table, TClass table, and Subject table; Creating database configuration files; Creating a Java GUI for viewing and navigating the contents of each table; Creating a Java GUI for inserting and editing tables; and Creating a Java GUI to join and query the three tables. In chapter three, you will learn: Creating the main form to connect all forms; Creating a project will add three more tables to the school database: the Student table, the Parent table, and Tuition table; Creating a Java GUI to view and navigate the contents of each table; Creating a Java GUI for editing, inserting, and deleting records in each table; Creating a Java GUI to join and query the three tables and all six. In the last chapter, you will study how to query the six tables. Finally, this book is hopefully useful and can improve database programming skills for every Java/SQL Server programmer.

In this book, you will create three Java GUI applications using MySQL, MariaDB, and PostgreSQL. In this book, you will learn how to build from scratch a database management system using Java. In designing a GUI and as an IDE, you will make use of the NetBeans tool. Gradually and step by step, you will be taught how to utilize three different databases in Java. In chapter one, you will create School database and its six tables. In chapter two, you will study: Creating the initial three table projects in the school database: Teacher table, TClass table, and Subject table; Creating database configuration

files; Creating a Java GUI for viewing and navigating the contents of each table; Creating a Java GUI for inserting and editing tables; and Creating a Java GUI to join and query the three tables. In chapter three, you will learn: Creating the main form to connect all forms; Creating a project will add three more tables to the school database: the Student table, the Parent table, and Tuition table; Creating a Java GUI to view and navigate the contents of each table; Creating a Java GUI for editing, inserting, and deleting records in each table; Creating a Java GUI to join and query the three tables and all six. In chapter four, you will study how to query the six tables. In chapter five, you will learn the basics of cryptography using Java. Here, you will learn how to write a Java program to count Hash, MAC (Message Authentication Code), store keys in a KeyStore, generate PrivateKey and PublicKey, encrypt / decrypt data, and generate and verify digital prints. In chapter six, you will create Bank database and its tables. In chapter seven, you will learn how to create and store salt passwords and verify them. You will create a Login table. In this case, you will see how to create a Java GUI using NetBeans to implement it. In addition to the Login table, in this chapter you will also create a Client table. In the case of the Client table, you will learn how to generate and save public and private keys into a database. You will also learn how to encrypt / decrypt data and save the results into a database. In chapter eight, you will create an Account table. This account table has the following ten fields: account_id (primary key), client_id (primarykey), account_number, account_date, account_type, plain_balance, cipher_balance, decipher_balance, digital_signature, and signature_verification. In this case, you will learn how to implement generating and verifying digital prints and storing the results into a database. In chapter nine, you will create a Client_Data table, which has the following seven fields: client_data_id (primary key), account_id (primary_key), birth_date, address, mother_name, telephone, and photo_path. In chapter ten, you will be taught how to create Crime database and its tables. In chapter eleven, you will be taught how to extract image features, utilizing BufferedImage class, in Java GUI. In chapter twelve, you will be taught to create Java GUI to view, edit, insert, and delete Suspect table data. This table has eleven columns: suspect_id (primary key), suspect_name, birth_date, case_date, report_date, suspect_status, arrest_date, mother_name, address, telephone, and photo. In chapter thirteen, you will be taught to create Java GUI to view, edit, insert, and delete Feature_Extraction table data. This table has eight columns: feature_id (primary key), suspect_id (foreign key), feature1, feature2, feature3, feature4, feature5, and feature6. In chapter fourteen, you will add two tables: Police_Station and Investigator. These two tables will later be joined to Suspect table through another table, File_Case. The Police_Station has six columns: police_station_id (primary key), location, city, province, telephone, and photo. The Investigator has eight columns: investigator_id (primary key), investigator_name, rank, birth_date, gender, address, telephone, and photo. Here, you will design a Java GUI to display, edit, fill, and delete data in both tables. In chapter fifteen, you will add two tables: Victim and File_Case. The File_Case table will connect four other tables: Suspect, Police_Station, Investigator and Victim. The Victim table has nine columns: victim_id (primary key), victim_name, crime_type, birth_date, crime_date, gender, address, telephone, and photo. The File_Case has seven columns: file_case_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. In this book, you will create two desktop applications using Python GUI and PostgreSQL. This book is a Python/PostgreSQL version of the Python/MySQL book which was written by the author. What underlies the writing of this book is the growing popularity of the PostgreSQL database server lately and more and more programmers migrating from MySQL to PostgreSQL. In this book, you will learn to build a school database project, step by step. A number of widgets from PyQt will be used for the user interface. In the first and second chapter, you will get introduction of postgresql. And then, you will learn querying data from the postgresql using Python including establishing a database connection, creating a statement object, executing the query, processing the resultset object, querying data using a statement that returns multiple rows, querying data using a statement that has parameters, inserting data into a table using Python, updating data in postgresql database using Python, calling postgresql stored function using Python, deleting data from a postgresql table using Python, and postgresql Python transaction. In the fourth chapter, you will study: Creating the initial three table in the School database project: Teacher table, Class table, and Subject table; Creating database configuration files; Creating a Python GUI for viewing and navigating the contents of each table. Creating a Python GUI for inserting and editing tables; and Creating a Python GUI to merge and query the three tables. In chapter five, you will learn: Creating the main form to connect all forms; Creating a project that will add three more tables to the school database: the Student table, the Parent table, and the Tuition table; Creating a Python GUI to view and navigate the contents of each table; Creating a Python GUI for editing, inserting, and deleting records in each table; Create a Python GUI to merge and query the three tables and all six tables. In chapter six, you will create dan configure PotgreSQL database. In this chapter, you will create Suspect table in crime database. This table has eleven columns: suspect_id (primary key), suspect_name, birth_date, case_date, report_date, suspect_status, arrest_date, mother_name, address, telephone, and photo. You will also create GUI to display, edit, insert, and delete for this table. In chapter seven, you will create a table with the name Feature_Extraction, which has eight columns: feature_id (primary key), suspect_id (foreign key), feature1, feature2, feature3, feature4, feature5, and feature6. The six fields (except keys) will have a VARCHAR data type (200). You will also create GUI to display, edit, insert, and delete for this table. In chapter eight, you will create two tables, Police and Investigator. The Police table has six columns: police_id (primary key), province, city, address, telephone, and photo. The Investigator table has eight columns: investigator_id (primary key), investigator_name, rank, birth_date, gender, address, telephone, and photo. You will also create GUI to display, edit, insert, and delete for both tables. In chapter nine, you will create two tables, Victim and Case_File. The Victim table has nine columns: victim_id (primary key), victim_name, crime_type, birth_date, crime_date, gender, address, telephone, and photo. The Case_File table has seven columns: case_file_id (primary key), suspect_id (foreign key), police_id (foreign key),

investigator_id (foreign key), victim_id (foreign key), status, and description. You will create GUI to display, edit, insert, and delete for both tables as well.

Mastering Java

The Self-Taught Coder: The Definitive Guide to Database Programming with Python and MySQL

Sams Teach Yourself PHP and MySQL

Sharding, Cluster Setup, and Administration

Scaling MongoDB

SQLite with JDBC for Beginners

Building Database-Driven Desktop Projects

Updated for the latest database management systems -- including MySQL 6.0, Oracle 11g, and Microsoft's SQL Server 2008 -- this introductory guide will get you up and running with SQL quickly. Whether you need to write database applications, perform administrative tasks, or generate reports, Learning SQL, Second Edition, will help you easily master all the SQL fundamentals. Each chapter presents a self-contained lesson on a key SQL concept or technique, with numerous illustrations and annotated examples. Exercises at the end of each chapter let you practice the skills you learn. With this book, you will: Move quickly through SQL basics and learn several advanced features Use SQL data statements to generate, manipulate, and retrieve data Create database objects, such as tables, indexes, and constraints, using SQL schema statements Learn how data sets interact with queries, and understand the importance of subqueries Convert and manipulate data with SQL's built-in functions, and use conditional logic in data statements Knowledge of SQL is a must for interacting with data. With Learning SQL, you'll quickly learn how to put the power and flexibility of this language to work.

This book is a comprehensive guide to Python as one of the fastest-growing computer languages including Web and Internet applications. This clear and concise introduction to the Python language is aimed at readers who are already familiar with programming in at least one language. This hands-on book introduces the essential topic of coding and the Python computer language to beginners and programmers of all ages. This book explains relational theory in practice, and demonstrates through two projects how you can apply it to your use of PostgreSQL and SQL Server databases. This book covers the important requirements of teaching databases with a practical and progressive perspective. This book offers the straightforward, practical answers you need to help you do your job. This hands-on tutorial/reference/guide to PostgreSQL and SQL Server is not only perfect for students and beginners, but it also works for experienced developers who aren't getting the most from both databases. In designing a GUI and as an IDE, you will make use Qt Designer. In the first chapter, you will learn to use several widgets in PyQt5: Display a welcome message; Use the Radio Button widget; Grouping radio buttons; Displays options in the form of a check box; and Display two groups of check boxes. In chapter two, you will learn to use the following topics: Using Signal / Slot Editor; Copy and place text from one Line Edit widget to another; Convert data types and make a simple calculator; Use the Spin Box widget; Use scrollbars and sliders; Using the Widget List; Select a number of list items from one Widget List and display them on another Widget List widget; Add items to the Widget List; Perform operations on the Widget List; Use the Combo Box widget; Displays data selected by the user from the Calendar Widget; Creating a hotel reservation application; and Display tabular data using Table Widgets. In chapter three, you will learn: How to create the initial three tables project in the School database: Teacher, Class, and Subject tables; How to create database configuration files; How to create a Python GUI for inserting and editing tables; How to create a Python GUI to join and query the three tables. In chapter four, you will learn how to: Create a main form to connect all forms; Create a project will add three more tables to the school database: Student, Parent, and Tuition tables; Create a Python GUI for inserting and editing tables; Create a Python GUI to join and query over the three tables. In chapter five, you will join the six classes, Teacher, TClass, Subject, Student, Parent, and Tuition and make queries over those tables. In chapter six, you will get introduction of postgresql. And then, you will learn querying data from the postgresql using Python including establishing a database connection, creating a statement object, executing the query, processing the resultset object, querying data using a statement that returns multiple rows, querying data using a statement that has parameters, inserting data into a table using Python, updating data in postgresql database using Python, calling postgresql stored function using Python, deleting data from a postgresql table using Python, and postgresql Python transaction. In chapter seven, you will create dan configure PotgreSQL database. In this chapter, you will create Suspect table in crime database. This table has eleven columns: suspect_id (primary key), suspect_name, birth_date, case_date, report_date, suspect_status, arrest_date, mother_name, address, telephone, and photo. You will also create GUI to display, edit, insert, and delete for this table. In chapter eight, you will create a table with the name Feature_Extraction, which has eight columns: feature_id (primary key), suspect_id (foreign key), feature1, feature2, feature3, feature4, feature5, and feature6. The six fields (except keys) will have a VARCHAR data type (200). You will also create GUI to display, edit, insert, and delete for this table. In chapter nine, you will create two tables, Police and Investigator. The Police table has six columns: police_id (primary key), province, city, address, telephone, and photo. The Investigator table has eight columns: investigator_id (primary key), investigator_name, rank, birth_date, gender, address, telephone, and photo. You will also create GUI to display, edit, insert, and delete for both tables. In chapter ten, you will create two tables, Victim and Case_File. The Victim table has nine columns: victim_id (primary key), victim_name, crime_type, birth_date, crime_date, gender, address, telephone, and photo. The Case_File table has seven columns: case_file_id (primary key), suspect_id (foreign key), police_id (foreign key), investigator_id (foreign key), victim_id (foreign key), status, and description. You will create GUI to display, edit, insert, and delete for both tables as well.

Combines language tutorials with application design advice to cover the PHP server-side scripting language and the MySQL database engine.

Build interactive, data-driven websites with the potent combination of open source technologies and web standards, even if you have only basic HTML knowledge. In this update to this popular hands-on guide, you'll tackle dynamic web programming with the latest versions of today's core technologies: PHP, MySQL, JavaScript, CSS, HTML5, and key jQuery libraries. Web designers will learn how to use these technologies together and pick up valuable web programming practices along the way—including how to optimize websites for mobile devices. At the end of the book, you'll put everything together to build a fully functional social networking site suitable for both desktop and mobile browsers. Explore MySQL, from database structure to complex queries Use the MySQLi extension, PHP's improved MySQL interface Create dynamic PHP web pages that tailor themselves to the user Manage

cookies and sessions and maintain a high level of security Enhance the JavaScript language with jQuery and jQuery mobile libraries Use Ajax calls for background browser-server communication Style your web pages by acquiring CSS2 and CSS3 skills Implement HTML5 features, including geolocation, audio, video, and the canvas element Reformat your websites into mobile web apps

Video Learning Starter Kit Bundle

Beginning PHP5

Database and Image Processing Using Java GUI and Microsoft Access

MySQL Crash Course

THE BEST WAY TO LEARN JAVA GUI WITH MYSQL AND SQL SERVER

The Self-Taught Coder: the Definitive Guide to Database Programming with Python and MySQL

A PROGRESSIVE TUTORIAL TO DATABASE PROGRAMMING WITH PYTHON GUI AND POSTGRESQL

You will learn Python/MySQL fast, easy and fun. This book provides you with a complete MySQL guidance presented in an easy-to-follow manner. This Python MySQL book shows you how to use MySQL connector/Python to access MySQL databases. You will learn how to connect to MySQL database, and perform common database operations such as SELECT, INSERT, UPDATE and DELETE. In addition, we will show you some useful tips such as how to call MySQL stored procedures from Python, and how to work with MySQL BLOB data. Each chapter has practical examples with SQL script and screenshots available. If you go through the entire chapters, you will know how to manage MySQL databases and manipulate data using various techniques such as MySQL queries, MySQL stored procedures, database views, triggers. In the first part of the book, you will learn Basic MySQL statements including how to implement querying data, sorting data, filtering data, joining tables, grouping data, subquerying data, and setting operators. Aside from learning basic SQL statements, you will also learn step by step how to develop stored procedures in MySQL. First, we introduce you to the stored procedure concept and discuss when you should use it. Then, we show you how to use the basic elements of the procedure code such as create procedure statement, if-else, case, loop, stored procedure's parameters. In the next chapter, we will discuss the database views, how they are implemented in MySQL, and how to use them more effectively. After that, you will learn how to work with the MySQL triggers. By definition, a trigger or database trigger is a stored program executed automatically to respond to a specific event e.g., insert, update or delete occurred in a table. The database trigger is powerful tool for protecting the integrity of the data in your MySQL databases. In addition, it is useful to automate some database operations such as logging, auditing, etc. Then, you will learn about MySQL index including creating indexes, removing indexes, listing all indexes of a table and other important features of indexes in MySQL. MySQL uses indexes to quickly find rows with specific column values. Without an index, MySQL must scan the whole table to locate the relevant rows. The larger table, the slower it searches. After that, you will find a lot of useful MySQL administration techniques including MySQL server startup and shutdown, MySQL server security, MySQL database maintenance, and backup. The last chapter gives you the most commonly used MySQL functions including aggregate functions, string functions, date time functions, control flow functions, etc.

Get the basics on four key web programming tools in one great book! PHP, JavaScript, and HTML5 are essential programming languages for creating dynamic websites that work with the MySQL database. PHP and MySQL provide a robust, easy-to-learn, open-source solution for creating superb e-commerce sites and content management. JavaScript and HTML5 add support for the most current multimedia effects. This one-stop guide gives you what you need to know about all four! Seven self-contained minibooks cover web technologies, HTML5 and CSS3, PHP programming, MySQL databases, JavaScript, PHP with templates, and web applications. Addresses how PHP, MySQL, JavaScript, and HTML5 are vital tools for creating dynamic, database-driven websites and are especially important for e-commerce sites Serves as essential reading for web designers who are new to these technologies, offering a crash course covering all of these powerful technologies in this handy volume of seven self-contained minibooks Covers how to program in PHP and how to create and administer a MySQL database as well as how to manipulate MySQL data via a web interface Shows how to create a secure website and how to code popular e-business applications such as login programs and shopping carts With seven books in one, PHP, MySQL, JavaScript & HTML5 All-in-One For Dummies will turn your website into the center of attention in no time at all.

What is this book about? Beginning PHP5 is a complete tutorial in PHP5's language features and functionality, beginning with the basics and building up to the design and construction of complex data-driven Web sites. Fully functioning applications are developed through the course of the book. Other features of the book include installation guide and troubleshooting tips, introduction to relational databases, practical working examples and applications, and a detailed language reference. Here are the new topics in this edition: OOP PEAR GTK MSI CLI SQLite Error handling with try/catch

The book details how programmers and database professionals can develop SQLite-based Java GUI applications that involves cryptography and image processing. In this book, you will learn how to build from scratch a criminal records management database system using Java/SQLite. All Java code for digital image processing in this book is Native Java. Intentionally not to rely on external libraries, so that readers know in detail the process of extracting digital images from scratch in Java. In chapter one, you will create Bank database and its four tables. In chapter two, you will learn the basics of cryptography using Java. Here, you will learn how to write a Java program to count Hash, MAC (Message Authentication Code), store keys in a KeyStore, generate PrivateKey and PublicKey, encrypt / decrypt data, and generate and verify digital prints. In chapter three, you will learn how to create and store salt passwords and verify them. You will create a Login table. In this case, you will see how to create a Java GUI using NetBeans to implement it. In addition to the Login table, in this chapter you will also create a Client table. In the case of the Client table, you will learn how to generate and save public and private keys into a database. You will also learn how to encrypt / decrypt data and save the results into a database. In chapter four, you will create an Account table. This account table has the following ten fields: account_id (primary key), client_id (primary key), account_number, account_date, account_type, plain_balance, cipher_balance, decipher_balance, digital_signature, and signature_verification. In this case, you will learn how to implement generating and verifying digital prints and storing the results into a database. In chapter five, you will create a Client_Data table, which has the following seven fields: client_data_id (primary key), account_id (primary key), birth_date, address,

mother_name, telephone, and photo_path. In chapter six, you will create Crime database and its six tables. In chapter seven, you will be taught how to extract image features, utilizing BufferedImage class, in Java GUI. In chapter eight, you will be taught to create Java GUI to view, edit, insert, and delete Suspect table data. This table has eleven columns: suspect_id (primary key), suspect_name, birth_date, case_date, report_date, suspect_status, arrest_date, mother_name, address, telephone, and photo. In chapter nine, you will be taught to create Java GUI to view, edit, insert, and delete Feature_Extraction table data. This table has eight columns: feature_id (primary key), suspect_id (foreign key), feature1, feature2, feature3, feature4, feature5, and feature6. All six fields (except keys) will have a BLOB data type, so that the image of the feature will be directly saved into this table. In chapter ten, you will add two tables: Police_Station and Investigator. These two tables will later be joined to Suspect table through another table, File_Case, which will be built in the seventh chapter. The Police_Station has six columns: police_station_id (primary key), location, city, province, telephone, and photo. The Investigator has eight columns: investigator_id (primary key), investigator_name, rank, birth_date, gender, address, telephone, and photo. Here, you will design a Java GUI to display, edit, fill, and delete data in both tables. In chapter eleven, you will add two tables: Victim and File_Case. The File_Case table will connect four other tables: Suspect, Police_Station, Investigator and Victim. The Victim table has nine columns: victim_id (primary key), victim_name, crime_type, birth_date, crime_date, gender, address, telephone, and photo. The File_Case has seven columns: file_case_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.

Learn SQL (Using Mysql) in One Day and Learn It Well. SQL for Beginners with Hands-On Project.

Learn SQLite with Python

LEARNING SQL SERVER

Web Database Applications with PHP and MySQL

With jQuery, CSS & HTML5

Learning PHP, MySQL & JavaScript

Building Two Desktop Applications Using Python GUI and MySQL

PostgreSQL was designed to run on UNIX-like platforms. However, PostgreSQL was then also designed to be portable so that it could run on various platforms such as Mac OS X, Solaris, and Windows. PostgreSQL is free and open source software. Its source code is available under PostgreSQL license, a liberal open source license. You are free to use, modify and distribute PostgreSQL in any form. PostgreSQL requires very minimum maintained efforts because of its stability. Therefore, if you develop applications based on PostgreSQL, the total cost of ownership is low in comparison with other database management systems. In Chapter 2, you will learn querying data from the postgresql using jdbc including establishing a database connection, creating a statement object, executing the query, processing the resultset object, querying data using a statement that returns multiple rows, querying data using a statement that has parameters, inserting data into a table using jdbc, updating data in postgresql database using jdbc, calling postgresql stored function using jdbc, deleting data from a postgresql table using jdbc, and postgresql jdbc transaction. In Chapter 3, you will learn managing table structure and views including postgresql data types, postgresql create table, postgresql select into statement, postgresql create table as, using postgresql serial to create auto-increment column, identity column, alter table, drop table, truncate table, check constraint, not-null constraint, foreign key, primary key, unique constraint, managing postgresql views, creating updatable views, materialized views, creating updatable views using the with check option clause, and recursive view. In Chapter 4, you will learn statements, operators, and clauses including select, order by, select distinct, limit, fetch, in, between, postgresql like, is null, alias, joins, inner join, postgresql left join, self-join, full outer join, cross join, natural join, group by, having, intersect operator, except operator, grouping sets, cube, and rollup. In Chapter 5, you will learn postgresql trigger, aggregate, and string functions including creating the first trigger in postgresql, managing postgresql trigger, aggregate functions, avg function, max function, min function, sum function, postgresql concat function, ascii function, trim function, length function, substring function, regexp_matches function, regexp_replace function, replace function, to_number function, and to_char function.

Description If you want to try to learn SQL Programming quickly this is the right, complete and simple guide, than keep reading. Today our Digital lives have inundated companies with large volumes of data that is stored and maintained using the database management systems. One of the most widely used type of database management systems is called "RDBMS" or "Relational Database Management System". Now, data storage is only touches the surface of capabilities expected from a "RDBMS", the most vital functionality offered by these systems pertains to the ability of a user or company to not only organize and view the underlying data but also to make updates to the original data set while ensuring the security of this valuable data. This is where a programming language, such as, SQL is used to define, manipulate, control and query the data within a RDBMS. This book will serve as your guiding beacon through the journey of learning a programming language for RDBMS, using a free and open MySQL user interface that can be easily installed on your operating system, so you can get hands-on practice and be able to create not only correct but efficient SQL queries to succeed at work or during job interviews. Some of the highlights of this book are: * Learn the fundamental concepts of SQL language, along with the five fundamental types of SQL queries namely, Data definition language (DDL), Data manipulation language (DML), Data control language (DCL), Data query language (DQL) and a Transaction control language (TCL). * Learn the "SQL CREATE" statements and the vital concept of SQL constraints used with the "SQL ALTER" statements with hands-on exercises and examples. * Get familiar with are a variety of user interfaces available with MySQL servers including "MySQL workbench", "Sequel Pro", "Toad", among others. * Get hands-on practice for creation of a whole new database and subsequently learn to create tables and insert data

into those tables on the MySQL server. * Learn the concept of temporary tables, derived tables and how you can create a new table from an existing table. * Master the "SQL SELECT" statements along with the various data manipulation clauses including "ORDER BY" and "WHERE". * Deep dive into the concept of joins presented with different "SQL JOIN" functions such as "INNER JOIN", "LEFT JOIN", "RIGHT JOIN", "CROSS JOIN" and "SELF JOIN". * Learn the "MySQL UNION" and "MySQL UNION ALL" statements are presented in detail along with the distinction between MySQL join and union functions. * Learn the "CREATE VIEW" statement is explained along with the underlying processing algorithms used in MySQL such as, "MERGE", "TEMPTABLE" and "UNDEFINED". * Master the concept of "Updatable SQL Views" with an understanding of how to modify SQL views using "ALTER VIEW" and "CREATE OR REPLACE VIEW" statements. * Deep dive into the concept of SQL transactions and various SQL transaction statements with controlling clauses such as, "START TRANSACTION", "COMMIT", "ROLLBACK". * Learn how to create new user accounts, update the user password as needed, grant and revoke access privileges Even if you have no idea how to use SQL Programming, with this guide you can learn all the secrets to do it very quickly! Scroll up and click the "buy now button"!

This beginner's guide will guide you to a step by step understanding of fundamental code. Even though learning code can seem long and difficult, with this guide you will learn in no time to code professionally. Today our Digital lives have inundated companies with large volumes of data that is stored and maintained using the database management systems. One of the most widely used type of database management systems is called "RDBMS" or "Relational Database Management System". Now, data storage is only touches the surface of capabilities expected from a "RDBMS", the most vital functionality offered by these systems pertains to the ability of a user or company to not only organize and view the underlying data but also to make updates to the original data set while ensuring the security of this valuable data. This is where a programming language, such as, SQL is used to define, manipulate, control and query the data within a RDBMS. This book will serve as your guiding beacon through the journey of learning a programming language for RDBMS, using a free and open MySQL user interface that can be easily installed on your operating system, so you can get hands-on practice and be able to create not only correct but efficient SQL queries to succeed at work or during job interviews. Some of the highlights of this book are: * Learn the fundamental concepts of SQL language, along with the five fundamental types of SQL queries namely, Data definition language (DDL), Data manipulation language (DML), Data control language (DCL), Data query language (DQL) and a Transaction control language (TCL). * Learn the "SQL CREATE" statements and the vital concept of SQL constraints used with the "SQL ALTER" statements with hands-on exercises and examples. * Get familiar with are a variety of user interfaces available with MySQL servers including "MySQL workbench", "Sequel Pro", "Toad", among others. * Get hands-on practice for creation of a whole new database and subsequently learn to create tables and insert data into those tables on the MySQL server. * Learn the concept of temporary tables, derived tables and how you can create a new table from an existing table. * Master the "SQL SELECT" statements along with the various data manipulation clauses including "ORDER BY" and "WHERE". * Deep dive into the concept of joins presented with different "SQL JOIN" functions such as "INNER JOIN", "LEFT JOIN", "RIGHT JOIN", "CROSS JOIN" and "SELF JOIN". * Learn the "MySQL UNION" and "MySQL UNION ALL" statements are presented in detail along with the distinction between MySQL join and union functions. * Learn the "CREATE VIEW" statement is explained along with the underlying processing algorithms used in MySQL such as, "MERGE", "TEMPTABLE" and "UNDEFINED". * Master the concept of "Updatable SQL Views" with an understanding of how to modify SQL views using "ALTER VIEW" and "CREATE OR REPLACE VIEW" statements. * Deep dive into the concept of SQL transactions and various SQL transaction statements with controlling clauses such as, "START TRANSACTION", "COMMIT", "ROLLBACK". * Learn how to create new user accounts, update the user password as needed, grant and revoke access privileges The syntaxes of all the SQL statement or queries are explained in exquisite detail, along with examples and pictures of the result set that you can expect to obtain while performing hands-on execution of the given examples on your own MySQL instance. Even if you have no idea how to use SQL Programming, with this guide you can learn all the secrets to do it very quickly! Want To Know More? Download now and know all about SQL and what it consists of!

This book is SQL Server version of our previous works. This book consists of a series of step-by-step tutorials for creating mini projects in integrating pyqt, python, opencv, and SQL Server database. By studying this book, you will understand how to program python GUIs involving opencv and databases in applications. This book is suitable for beginners, students, engineers, and even researchers in a variety of disciplines. No advanced programming experience is needed, and only a few school-level programming skills are needed. In the first chapter, you will learn to use several widgets in PyQt5: Display a welcome message; Use the Radio Button widget; Grouping radio buttons; Displays options in the form of a check box; and Display two groups of check boxes. In chapter two, you will learn to use the following topics: Using Signal / Slot Editor; Copy and place text from one Line Edit widget to another; Convert data types and make a simple calculator; Use the Spin Box widget; Use scrollbars and sliders; Using the Widget List; Select a number of list items from one Widget List and display them on another Widget List widget; Add items to the Widget List; Perform operations on the Widget List; Use the Combo Box widget; Displays data selected by the user from the Calendar Widget; Creating a hotel reservation application; and Display tabular data using Table Widgets. In chapter three, you will create dan configure database. In this chapter, you will create Suspect table in crime database. This table has eleven columns: suspect_id (primary key), suspect_name, birth_date, case_date, report_date, suspect_status, arrest_date, mother_name, address, telephone, and photo. You will also create GUI to display, edit, insert, and delete for this table. In chapter four, you will create a table with the name Feature_Extraction, which has eight columns: feature_id (primary key), suspect_id (foreign key), feature1, feature2, feature3, feature4, feature5, and feature6. The six fields (except keys) will have VARBINARY(MAX) data type. You will also create GUI to display, edit, insert, and delete for this table. In chapter five, you will create two tables, Police and Investigator. The Police table has six columns: police_id (primary key), province, city, address, telephone, and photo. The Investigator table has eight columns: investigator_id (primary key),

investigator_name, rank, birth_date, gender, address, telephone, and photo. You will also create GUI to display, edit, insert, and delete for both tables. In chapter six, you will create two tables, Victim and Case_File. The Victim table has nine columns: victim_id (primary key), victim_name, crime_type, birth_date, crime_date, gender, address, telephone, and photo. The Case_File table has seven columns: case_file_id (primary key), suspect_id (foreign key), police_id (foreign key), investigator_id (foreign key), victim_id (foreign key), status, and description. You will create GUI to display, edit, insert, and delete for both tables as well.

A Step by Step Tutorial to Develop PostgreSQL-Based Applications

Learn the Basics of SQL Programming in 2 Weeks

LEARN JDBC THE HARD WAY: A Hands-On Reference to MySQL and SQL Server Driven Programming

BUILDING THREE DESKTOP APPLICATIONS USING JAVA GUI AND MYSQL

Learn PyQt By Example: A Quick Start Guide to MySQL and SQLite Driven Programming

Beginning MySQL Database Design and Optimization

PHP, MySQL, JavaScript & HTML5 All-in-One For Dummies

Create a MongoDB cluster that will grow to meet the needs of your application. With this short and concise book, you'll get guidelines for setting up and using clusters to store a large volume of data, and learn how to access the data efficiently. In the process, you'll understand how to make your application work with a distributed database system. Scaling MongoDB will help you: Set up a MongoDB cluster through sharding Work with a cluster to query and update data Operate, monitor, and backup your cluster Plan your application to deal with outages By following the advice in this book, you'll be well on your way to building and running an efficient, predictable distributed system using MongoDB.

This book is SQLite-based python programming. Deliberately designed for various levels of programming skill, this book is suitable for students, engineers, and even researchers in various disciplines. There is no need for advanced programming experience, and school-level programming skills are needed. In the first chapter, you will learn to use several widgets in PyQt5: Display a welcome message; Use the Radio Button widget; Grouping radio buttons; Displays options in the form of a check box; and Display two groups of check boxes. In chapter two, you will learn to use the following topics: Using Signal / Slot Editor; Copy and place text from one Line Edit widget to another; Convert data types and make a simple calculator; Use the Spin Box widget; Use scrollbars and sliders; Using the Widget List; Select a number of list items from one Widget List and display them on another Widget List widget; Add items to the Widget List; Perform operations on the Widget List; Use the Combo Box widget; Displays data selected by the user from the Calendar Widget; Creating a hotel reservation application; and Display tabular data using Table Widgets. In third chapter, you will learn: How to create the initial three tables project in the School database: Teacher, Class, and Subject tables; How to create database configuration files; How to create a Python GUI for inserting and editing tables; How to create a Python GUI to join and query the three tables. In fourth chapter, you will learn how to: Create a main form to connect all forms; Create a project will add three more tables to the school database: Student, Parent, and Tuition tables; Create a Python GUI for inserting and editing tables; Create a Python GUI to join and query over the three tables. In the last chapter, you will join the six classes, Teacher, TClass, Subject, Student, Parent, and Tuition and make queries over those tables.

This book explains relational theory in practice, and demonstrates through two projects how you can apply it to your use of MySQL and SQLite databases. This book covers the important requirements of teaching databases with a practical and progressive perspective. This book offers the straightforward, practical answers you need to help you do your job. This hands-on tutorial/reference/guide to MySQL and SQLite is not only perfect for students and beginners, but it also works for experienced developers who aren't getting the most from both databases. In designing a GUI and as an IDE, you will make use Qt Designer. In the first chapter, you will learn to use several widgets in PyQt5: Display a welcome message; Use the Radio Button widget; Grouping radio buttons; Displays options in the form of a check box; and Display two groups of check boxes. In chapter two, you will learn to use the following topics: Using Signal / Slot Editor; Copy and place text from one Line Edit widget to another; Convert data types and make a simple calculator; Use the Spin Box widget; Use scrollbars and sliders; Using the Widget List; Select a number of list items from one Widget List and display them on another Widget List widget; Add items to the Widget List; Perform operations on the Widget List; Use the Combo Box widget; Displays data selected by the user from the Calendar Widget; Creating a hotel reservation application; and Display tabular data using Table Widgets. In chapter three, you will learn: How to create the initial three tables project in the School database: Teacher, Class, and Subject tables; How to create database configuration files; How to create a Python GUI for inserting and editing tables; How to create a Python GUI to join and query the three tables. In chapter four, you will learn how to: Create a main form to connect all forms; Create a project will add three more tables to the school database: Student, Parent, and Tuition tables; Create a Python GUI for inserting and editing tables; Create a Python GUI to join and query over the three tables. In chapter five, you will join the six classes, Teacher, TClass, Subject, Student, Parent, and Tuition and make queries over those tables. In chapter six, you will create dan configure database. In this chapter, you will create Suspect table in crime database. This table has eleven columns: suspect_id (primary key), suspect_name, birth_date, case_date, report_date, suspect_status, arrest_date, mother_name, address, telephone, and photo. You will also create GUI to display, edit, insert, and delete for this table. In chapter seven, you will create a table with the name Feature_Extraction, which has eight columns: feature_id (primary key), suspect_id (foreign key), feature1, feature2, feature3, feature4, feature5, and feature6. The six fields (except keys) will have VARBINARY(MAX) data type. You will also create GUI to display, edit, insert, and delete for this table. In chapter eight, you will create two tables, Police and Investigator. The Police table has six columns: police_id (primary key), province, city, address, telephone, and photo. The Investigator table has eight columns: investigator_id (primary key), investigator_name, rank, birth_date, gender, address, telephone, and photo. You will also create GUI to display, edit, insert, and delete for both tables. In the last chapter, you will create two tables, Victim and Case_File. The Victim table has nine columns: victim_id (primary key), victim_name, crime_type, birth_date, crime_date, gender, address, telephone, and photo. The Case_File table has seven columns: case_file_id (primary key), suspect_id (foreign key), police_id (foreign key), investigator_id (foreign key), victim_id (foreign key), status, and description. You will create GUI to display, edit, insert, and delete for both tables.

This is a Java GUI crash course. This book will help you quickly write efficient, high-quality access-database-driven code with Java. It's an ideal way to begin, whether you're new to programming or a professional developer versed in other languages. The lessons in this book are a highly organized and well-indexed set of tutorials meant for students and programmers. Netbeans, a specific IDE (Integrated Development Environment) is used to create GUI (Graphical User Interface applications).The finished product is the reward, but the readers are fully engaged and enriched by the process. This kind of learning is often the focus of training. In this book, you will learn how to build from scratch two access database management systems using Java. In designing a GUI and as an IDE, you will make use of the NetBeans tool. In chapter one, you will create School database and six tables. In chapter two, you will study: Creating the initial three table projects in the school database: Teacher table, TClass table, and Subject table; Creating database configuration files; Creating a Java GUI for viewing and navigating the contents of each table; Creating a Java GUI for inserting and editing tables; and Creating a Java GUI to join and query the three tables. In chapter three, you will learn: Creating the main form to connect all forms; Creating a project will add three more tables to the school database: the Student table, the Parent table, and Tuition table; Creating a Java GUI to view and navigate the contents of each table; Creating a Java GUI for editing, inserting, and deleting records in each table; Creating a Java GUI to join and query the three tables and all six. In chapter four, you will study how to query the six tables. In chapter five, you will create dan configure database. In chapter six, you will some

image processing techniques using Java. In chapter seven, you will create Suspect table in crime database. This table has eleven columns: suspect_id (primary key), suspect_name, birth_date, case_date, report_date, suspect_status, arrest_date, mother_name, address, telephone, and photo. You will also create GUI to display, edit, insert, and delete for this table. In chapter eight, you will create a table with the name Feature_Extraction, which has eight columns: feature_id (primary key), suspect_id (foreign key), feature1, feature2, feature3, feature4, feature5, and feature6. The six fields (except keys) will have VARBINARY(MAX) data type. You will also create GUI to display, edit, insert, and delete for this table. In chapter nine, you will create two tables, Police and Investigator. The Police table has six columns: police_id (primary key), province, city, address, telephone, and photo. The Investigator table has eight columns: investigator_id (primary key), investigator_name, rank, birth_date, gender, address, telephone, and photo. You will also create GUI to display, edit, insert, and delete for both tables. In the last chapter, you will create two tables, Victim and Case_File. The Victim table has nine columns: victim_id (primary key), victim_name, crime_type, birth_date, crime_date, gender, address, telephone, and photo. The Case_File table has seven columns: case_file_id (primary key), suspect_id (foreign key), police_id (foreign key), investigator_id (foreign key), victim_id (foreign key), status, and description. You will create GUI to display, edit, insert, and delete for both tables as well.

SQL

A self-study to easy implement sqlite-driven GUI applications

A beginner's guide to building high-performance PostgreSQL database solutions

Step By Step Database Programming with JDBC and PostgreSQL

Building Responsive, Powerful Cross-platform, and Database-Driven Applications with PyQt

Fluent OpenCV-Python GUI with SQL Server

Learning MySQL

This book/DVD bundle consists of the book "Sams Teach Yourself PHP, MySQL, and Apache All in One" and the video course "Sams Teach Yourself PHP and MySQL: Video Learning Starter Kit." The kit provides four hours of video training and lessons, along with all the source files and software the beginner needs to create and run the examples.

This book is mariadb-based python programming Intentionally designed for various levels of interest and ability of learners, this book is suitable for students, engineers, and even researchers in a variety of disciplines. No advanced programming experience is needed, and only a few school-level programming skill are needed. In the first chapter, you will learn to use several widgets in PyQt5: Display a welcome message; Use the Radio Button widget; Grouping radio buttons; Displays options in the form of a check box; and Display two groups of check boxes. In chapter two, you will learn to use the following topics: Using Signal / Slot Editor; Copy and place text from one Line Edit widget to another; Convert data types and make a simple calculator; Use the Spin Box widget; Use scrollbars and sliders; Using the Widget List; Select a number of list items from one Widget List and display them on another Widget List widget; Add items to the Widget List; Perform operations on the Widget List; Use the Combo Box widget; Displays data selected by the user from the Calendar Widget; Creating a hotel reservation application; and Display tabular data using Table Widgets. In third chapter, you will learn: How to create the initial three tables project in the School database: Teacher, Class, and Subject tables; How to create database configuration files; How to create a Python GUI for inserting and editing tables; How to create a Python GUI to join and query the three tables. In fourth chapter, you will learn how to: Create a main form to connect all forms; Create a project will add three more tables to the school database: Student, Parent, and Tuition tables; Create a Python GUI for inserting and editing tables; Create a Python GUI to join and query over the three tables. In the last chapter, you will join the six classes, Teacher, TClass, Subject, Student, Parent, and Tuition and make queries over those tables.

In this book, you will create two desktop applications using Python GUI and MySQL. In this book, you will learn how to build from scratch a MySQL database management system using PyQt. In designing a GUI, you will make use of the Qt Designer tool. Gradually and step by step, you will be taught how to use MySQL in Python. In the first three chapters, you will learn Basic MySQL statements including how to implement querying data, sorting data, filtering data, joining tables, grouping data, subquerying data, dan setting operators. Aside from learning basic SQL statements, you will also learn step by step how to develop stored procedures in MySQL. First, we introduce you to the stored procedure concept and discuss when you should use it. Then, we show you how to use the basic elements of the procedure code such as create procedure statement, if-else, case, loop, stored procedure ' s parameters. In the fourth chapter, you will learn: How PyQt and Qt Designer are used to create Python GUIs; How to create a basic Python GUI that utilizes a Line Edit and a Push Button. In the fifth chapter, you will study: Creating the initial three table in the School database project: Teacher table, Class table, and Subject table; Creating database configuration files; Creating a Python GUI for viewing and navigating the contents of each table. Creating a Python GUI for inserting and editing tables; and Creating a Python GUI to merge and query the three tables. In chapter six, you will learn: Creating the main form to connect all forms; Creating a project that will add three more tables to the school database: the Student table, the Parent table, and the Tuition table; Creating a Python GUI to view and navigate the contents of each table; Creating a Python GUI for editing, inserting, and deleting records in each table; Create a Python GUI to merge and query the three tables and all six tables. In chapter seven, you will create new database dan configure it. In this chapter, you will create Suspect table in crime database. This table has eleven columns: suspectid (primary key), suspectname, birthdate, casedate, reportdate, suspect_status, arrestdate, mothername, address, telephone, and photo. You will also create GUI to display, edit, insert, and delete for this table. In chapter eight, you will create a table with the name FeatureExtraction, which has eight columns: featureid (primary key), suspectid (foreign key), feature1, feature2, feature3, feature4, feature5, and feature6. The six fields (except keys) will have a VARCHAR data type (200). You will also create GUI to display, edit, insert, and delete for this table. In chapter nine, you will create two tables, Police and Investigator. The Police table has six columns: policeid (primary key), province, city, address, telephone, and photo. The Investigator table has eight columns: investigatorid (primary key), investigatorname, rank, birthdate, gender, address, telephone, and photo. You will also create GUI to display, edit, insert, and delete for both tables. In chapter ten, you will create two tables, Victim and CaseFile. The Vicbtim table has nine columns: victimid (primary key), victimname, crimetype, birthdate, crimedate, gender, address, telephone, and photo. The CaseFile table has seven columns: casefileid (primary key), suspectid (foreign key), policeid (foreign key), investigatorid (foreign key), victimid (foreign key), status, and description. You will create GUI to display, edit, insert, and delete for both tables as well.

This book is SQLite-based python programming for database-driven desktop projects. Deliberately designed for various levels of programming skill, this book is suitable for students, engineers, and even researchers in various disciplines. There is no need for advanced programming experience, and school-level programming skills are needed. In the first chapter, you will learn to use several widgets in PyQt5: Display a welcome message; Use the Radio Button widget; Grouping radio buttons; Displays options in the form of a check box; and Display two groups of check boxes. In chapter two, you will learn to use the following topics: Using Signal / Slot Editor; Copy and place text from one Line Edit widget to another; Convert data types and make a simple calculator; Use the Spin Box widget; Use scrollbars and sliders; Using the Widget List; Select a number of list items from one Widget List and display them on another Widget List widget; Add items to the Widget List; Perform operations on the Widget List; Use the

Combo Box widget; Displays data selected by the user from the Calendar Widget; Creating a hotel reservation application; and Display tabular data using Table Widgets. In chapter three, you will learn: How to create the initial three tables project in the School database: Teacher, Class, and Subject tables; How to create database configuration files; How to create a Python GUI for inserting and editing tables; How to create a Python GUI to join and query the three tables. In chapter four, you will learn how to: Create a main form to connect all forms; Create a project will add three more tables to the school database: Student, Parent, and Tuition tables; Create a Python GUI for inserting and editing tables; Create a Python GUI to join and query over the three tables. In chapter five, you will join the six classes, Teacher, TClass, Subject, Student, Parent, and Tuition and make queries over those tables. In chapter six, you will create dan configure database. In this chapter, you will create Suspect table in crime database. This table has eleven columns: suspectid (primary key), suspectname, birthdate, casedate, reportdate, suspect_status, arrestdate, mothername, address, telephone, and photo. You will also create GUI to display, edit, insert, and delete for this table. In chapter seven, you will create a table with the name FeatureExtraction, which has eight columns: featureid (primary key), suspectid (foreign key), feature1, feature2, feature3, feature4, feature5, and feature6. The six fields (except keys) will have VARBINARY(MAX) data type. You will also create GUI to display, edit, insert, and delete for this table. In chapter eight, you will create two tables, Police and Investigator. The Police table has six columns: policeid (primary key), province, city, address, telephone, and photo. The Investigator table has eight columns: investigatorid (primary key), investigatorname, rank, birthdate, gender, address, telephone, and photo. You will also create GUI to display, edit, insert, and delete for both tables. In the last chapter, you will create two tables, Victim and CaseFile. The Victim table has nine columns: victimid (primary key), victimname, crimetype, birthdate, crimedate, gender, address, telephone, and photo. The CaseFile table has seven columns: casefileid (primary key), suspectid (foreign key), policeid (foreign key), investigatorid (foreign key), victimid (foreign key), status, and description. You will create GUI to display, edit, insert, and delete for both tables as well.

The Best Way to Learn Java GUI with MySQL, MariaDB, and PostgreSQL

The Ultimate Beginners Guide to Learn SQL Programming

LEARNING PyQt5

A Hands-On, Practical Database-Driven Applications

Learn Fundamentals of Queries and Implement PyQt-Based Projects Easily

Learn Fundamentals of Queries and Implement NetBeans-Based Projects Easily

Master SQL Fundamentals

*Learn SQL (using MySQL) Fast and Learn It Well. Master SQL Programming with a unique Hands-On Project*The information era is upon us and the ability to organize and make sense of data has become an invaluable skill. Have you been hearing about data, databases and SQL and wondering what it's all about? Or perhaps you have just gotten a new job and need to learn SQL fast. This book is for you. You no longer have to feel lost and overwhelmed by all the fragmented tutorials online, nor do you have to waste your time and money learning SQL from lengthy books and expensive online courses. What this book offers... Learn SQL Fast Concepts in this book are presented in a "to-the-point" and concise style to cater to the busy individual. With this book, you can learn SQL in just one day and start coding immediately. SQL for Beginners Complex topics are broken down into simple steps with clear and carefully chosen examples to ensure that you can easily master SQL even if you have never coded before. In addition, the output for all examples are provided immediately so you do not have to wait till you have access to your computer to test the examples. Complete process with well thought out flow The complete process from database creation, table creation, data input, manipulation and retrieval etc is covered. The flow of the book is carefully planned to ensure that you can easily follow along. How is this book different... The best way to learn SQL is by doing. This book provides examples for all concepts taught so that you can try out the different SQL commands yourself. In addition, you'll be guided through a complete 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. Ready to embark on your SQL learning journey? This book is for you. Click the BUY button and download it now. What you'll learn: - What is a database and DBMS? - What is SQL? - What software do you need to code SQL programs? - How to create databases and tables in SQL? - What are the common data types in SQL? - How to input data into the database - How to select data from SQL tables - How to use aggregate functions - How to write JOIN and UNION statements - What is a SQL view? - How to write SQL triggers - How to write stored procedures and functions - How to make decisions with IF and CASE statements - How to control the flow of program with WHILE, REPEAT and LOOP statements - What are cursors and how to use them?.. and more... Finally, you'll be guided through a hands-on project that requires the application of all the topics covered. Click the BUY button and download the book now to start learning SQL. Learn it fast and learn it well.

You will learn Python/MySQL fast, easy and fun. This book provides you with a complete MySQL guidance presented in an easy-to-follow manner. This Python MySQL book shows you how to use MySQL connector/Python to access MySQL databases. You will learn how to connect to MySQL database, and perform common database operations such as SELECT, INSERT, UPDATE and DELETE. In addition, we will show you some useful tips such as how to call MySQL stored procedures from Python, and how to work with MySQL BLOB data. Each chapter has practical examples with SQL script and screenshots available. If you go through the entire chapters, you will know how to manage MySQL databases and manipulate data using various techniques such as MySQL queries, MySQL stored procedures, database views, triggers. In the first part of the book, you will learn Basic MySQL statements including how to implement querying data, sorting data, filtering data, joining tables, grouping data, subquerying data, dan setting operators. Aside from learning basic SQL statements, you will also learn step by step how to develop stored procedures in MySQL. First, we introduce you to the stored procedure concept and discuss when you should use it. Then, we show you how to use the basic elements of the procedure code such as create procedure statement, if-else, case, loop, stored procedure's parameters. In the next chapter, we will discuss the database views, how they are implemented in MySQL, and how to use them more effectively. After that, you will learn how to work with the MySQL triggers. By definition, a trigger or database trigger is a stored program executed automatically to respond to a specific event e.g., insert, update or delete occurred in a table. The database trigger is powerful tool for protecting the integrity of the data in your MySQL databases. In addition, it is useful to automate some database operations such as logging, auditing, etc. Then, you will learn about MySQL index including creating indexes, removing indexes, listing all indexes of a table and other important features of indexes in MySQL. MySQL uses indexes to quickly find rows with specific column values. Without an index, MySQL must scan the whole table to locate the relevant

rows. The larger table, the slower it searches. After that, you will find a lot of useful MySQL administration techniques including MySQL server startup and shutdown, MySQL server security, MySQL database maintenance, and backup. The last chapter gives you the most commonly used MySQL functions including aggregate functions, string functions, date time functions, control flow functions, etc.

In this book, you will learn PyQt5 with accompanied by a step-by-step tutorial to develop postgresql-base applications. In the first chapter, you will learn to use several widgets in PyQt5: Display a welcome message; Use the Radio Button widget; Grouping radio buttons; Displays options in the form of a check box; and Display two groups of check boxes. In chapter two, you will learn to use the following topics: Using Signal / Slot Editor; Copy and place text from one Line Edit widget to another; Convert data types and make a simple calculator; Use the Spin Box widget; Use scrollbars and sliders; Using the Widget List; Select a number of list items from one Widget List and display them on another Widget List widget; Add items to the Widget List; Perform operations on the Widget List; Use the Combo Box widget; Displays data selected by the user from the Calendar Widget; Creating a hotel reservation application; and Display tabular data using Table Widgets. In the next two chapters, you will get introduction of postgresql. And then, you will learn querying data from the postgresql using Python including establishing a database connection, creating a statement object, executing the query, processing the resultset object, querying data using a statement that returns multiple rows, querying data using a statement that has parameters, inserting data into a table using Python, updating data in postgresql database using Python, calling postgresql stored function using Python, deleting data from a postgresql table using Python, and postgresql Python transaction. In the fourth chapter, you will study: Creating the initial three table in the School database project: Teacher table, Class table, and Subject table; Creating database configuration files; Creating a Python GUI for viewing and navigating the contents of each table. Creating a Python GUI for inserting and editing tables; and Creating a Python GUI to merge and query the three tables. In last chapter, you will learn: Creating the main form to connect all forms; Creating a project that will add three more tables to the school database: the Student table, the Parent table, and the Tuition table; Creating a Python GUI to view and navigate the contents of each table; Creating a Python GUI for editing, inserting, and deleting records in each table; Create a Python GUI to merge and query the three tables and all six tables. Finally, this book is hopefully useful for you.

This book consists of a series of step-by-step tutorials for creating mini projects in integrating pyqt, python, opencv, and PostgreSQL database. By studying this book, you will understand how to program python GUIs involving opencv and databases in applications. This book is suitable for beginners, students, engineers, and even researchers in a variety of disciplines. No advanced programming experience is needed, and only a few school-level programming skills are needed. In the first chapter, you will learn to use several widgets in PyQt5: Display a welcome message; Use the Radio Button widget; Grouping radio buttons; Displays options in the form of a check box; and Display two groups of check boxes. In chapter two, you will learn to use the following topics: Using Signal / Slot Editor; Copy and place text from one Line Edit widget to another; Convert data types and make a simple calculator; Use the Spin Box widget; Use scrollbars and sliders; Using the Widget List; Select a number of list items from one Widget List and display them on another Widget List widget; Add items to the Widget List; Perform operations on the Widget List; Use the Combo Box widget; Displays data selected by the user from the Calendar Widget; Creating a hotel reservation application; and Display tabular data using Table Widgets. In chapter three and chapter four, you will get introduction of postgresql. And then, you will learn querying data from the postgresql using Python including establishing a database connection, creating a statement object, executing the query, processing the resultset object, querying data using a statement that returns multiple rows, querying data using a statement that has parameters, inserting data into a table using Python, updating data in postgresql database using Python, calling postgresql stored function using Python, deleting data from a postgresql table using Python, and postgresql Python transaction. In chapter five, you will create dan configure PotgreSQL database. In this chapter, you will create Suspect table in crime database. This table has eleven columns: suspect_id (primary key), suspect_name, birth_date, case_date, report_date, suspect_status, arrest_date, mother_name, address, telephone, and photo. You will also create GUI to display, edit, insert, and delete for this table. In chapter six, you will create a table with the name Feature_Extraction, which has eight columns: feature_id (primary key), suspect_id (foreign key), feature1, feature2, feature3, feature4, feature5, and feature6. The six fields (except keys) will have a VARCHAR data type (200). You will also create GUI to display, edit, insert, and delete for this table. In chapter seven, you will create two tables, Police and Investigator. The Police table has six columns: police_id (primary key), province, city, address, telephone, and photo. The Investigator table has eight columns: investigator_id (primary key), investigator_name, rank, birth_date, gender, address, telephone, and photo. You will also create GUI to display, edit, insert, and delete for both tables. In chapter eight, you will create two tables, Victim and Case_File. The Victim table has nine columns: victim_id (primary key), victim_name, crime_type, birth_date, crime_date, gender, address, telephone, and photo. The Case_File table has seven columns: case_file_id (primary key), suspect_id (foreign key), police_id (foreign key), investigator_id (foreign key), victim_id (foreign key), status, and description. You will create GUI to display, edit, insert, and delete for both tables as well.

MS Access And SQL Server Crash Course: A Step by Step, Project-Based Introduction to Java GUI Programming

Learning PyQt5 with MariaDB for Absolute Beginners

SQL Coding For Beginners

A Smart Step by Step Guide to Learn SQL Database and Server. How to Building an Advanced and Elite Level in SQL

CRYPTOGRAPHY AND IMAGE PROCESSING with Java GUI and SQLite

MS Access And SQL Server Crash Course

From Novice to Professional

Want To Master The Basics Of SQL Programming In A Short Period? If so, you're in the right place! This book is exactly what you need. Plus FREE Bonus Material. If you've wanted to learn how to program using SQL you have probably thought it was a difficult and long process. This is actually not the case at all. SQL can be an extremely easy and straightforward process. The days of searching countless websites to find what you're looking for are over. With this book you will have everything you could possibly need, all in one place! What This Book Will Give You: SQL Basics For Beginners This book will take the process of programming and break it down into straightforward simple steps that anyone can follow along to. The Different Types Of

Data This book will present all of the important data you need to know and will walk you through how to use it. **The Common Errors** This book will show you the most common errors you will experience and how to fix them and avoid them all together. **What You Will Learn:** The basics of SQL Normal vs Interactive mode How to create programs What are variables and strings How to use variables and strings The fundamental concepts SQL sequences What are lists The different types of data Mutable and immutable objects The most common errors and how to handle them And much more! All of this information will be presented to you in easy to understand, straightforward steps. For anyone starting out, this is your best option to learn SQL in a quick period of time. Try it out for yourself. You won't be disappointed. Now it's time for you to start your journey into SQL programming! Click on the Buy Now button above and get started today! I look forward to hearing about your success!

The lessons in this book are a highly organized and well-indexed set of tutorials meant for students and programmers. Netbeans, a specific IDE (Integrated Development Environment) is used to create GUI (Graphical User Interface applications). The finished product is the reward, but the readers are fully engaged and enriched by the process. This kind of learning is often the focus of training. In this book, you will learn how to build from scratch a SQLite database management system using Java. In designing a GUI and as an IDE, you will make use of the NetBeans tool. Gradually and step by step, you will be taught how to use SQLite in Java. In chapter one, you will learn: How to create SQLite database and six tables In chapter two, you will study: Creating the initial three table projects in the school database: Teacher table, TClass table, and Subject table; Creating database configuration files; Creating a Java GUI for viewing and navigating the contents of each table; Creating a Java GUI for inserting and editing tables; and Creating a Java GUI to join and query the three tables. In chapter three, you will learn: Creating the main form to connect all forms; Creating a project will add three more tables to the school database: the Student table, the Parent table, and Tuition table; Creating a Java GUI to view and navigate the contents of each table; Creating a Java GUI for editing, inserting, and deleting records in each table; Creating a Java GUI to join and query the three tables and all six tables. In chapter four, you will study how to query the six tables. In chapter five, you will create Bank database and its four tables. In chapter six, you will learn the basics of cryptography using Java. Here, you will learn how to write a Java program to count Hash, MAC (Message Authentication Code), store keys in a KeyStore, generate PrivateKey and PublicKey, encrypt / decrypt data, and generate and verify digital prints. In chapter seven, you will learn how to create and store salt passwords and verify them. You will create a Login table. In this case, you will see how to create a Java GUI using NetBeans to implement it. In addition to the Login table, in this chapter you will also create a Client table. In the case of the Client table, you will learn how to generate and save public and private keys into a database. You will also learn how to encrypt / decrypt data and save the results into a database. In chapter eight, you will create an Account table. This account table has the following ten fields: account_id (primary key), client_id (primarykey), account_number, account_date, account_type, plain_balance, cipher_balance, decipher_balance, digital_signature, and signature_verification. In this case, you will learn how to implement generating and verifying digital prints and storing the results into a database. In chapter nine, you will create a Client_Data table, which has the following seven fields: client_data_id (primary key), account_id (primary_key), birth_date, address, mother_name, telephone, and photo_path.

* Shows how to take advantage of MySQL's built-in functions, minimizing the need to process data once it's been retrieved from the database. * Demonstrates how to write and use advanced and complex queries to cut down on (middleware) application logic, including nested sub-queries and virtual tables (added since MySQL 4.1). * Points out database design do's and don'ts, including many real-world examples of bad database designs and how the databases were subsequently improved. * Includes a review of MySQL fundamentals and essential theory, such as naming conventions and connections, for quick reference purposes.

This book explains relational theory in practice, and demonstrates through two projects how you can apply it to your use of MariaDB and SQL Server databases. This book covers the important requirements of teaching databases with a practical and progressive perspective. This book offers the straightforward, practical answers you need to help you do your job. This hands-on tutorial/reference/guide to MariaDB and SQL Server is not only perfect for students and beginners, but it also works for experienced developers who aren't getting the most from MariaDB and SQL Server. As you would expect, this book shows how to build from scratch two different databases: MariaDB and SQL Server using Java. In designing a GUI and as an IDE, you will make use of the NetBeans tool. In chapter one, you will learn the basics of cryptography using Java. Here, you will learn how to write a Java program to count Hash, MAC (Message Authentication Code), store keys in a KeyStore, generate PrivateKey and PublicKey, encrypt / decrypt data, and generate and verify digital prints. You will also learn how to create and store salt passwords and verify them. In chapter two, you will create a PostgreSQL database, named Bank, and its tables. In chapter three, you will create a Login table. In this case, you will see how to create a Java GUI using NetBeans to implement it. In addition to the Login table, in this chapter you will also create a Client table. In the case of the Client table, you will learn how to generate and save public and private keys into a database. You will also learn how to encrypt / decrypt data and save the results into a database. In chapter four, you will create an Account table. This account table has the following ten fields: account_id (primary key), client_id (primarykey), account_number, account_date, account_type, plain_balance, cipher_balance, decipher_balance, digital_signature, and signature_verification. In this case, you will learn how to implement generating and verifying digital prints and storing the results into a database. In chapter five, you create a table named Client_Data, which has seven columns: client_data_id (primary key), account_id (primary_key), birth_date, address, mother_name, telephone, and photo_path. In chapter six, you will be taught how to create a SQL Server database, named Crime, and its tables. In chapter seven, you will be taught how to extract image features, utilizing BufferedImage class, in Java GUI. In chapter eight, you will be taught to

create Java GUI to view, edit, insert, and delete Suspect table data. This table has eleven columns: suspect_id (primary key), suspect_name, birth_date, case_date, report_date, suspect_status, arrest_date, mother_name, address, telephone, and photo. In chapter nine, you will be taught to create Java GUI to view, edit, insert, and delete Feature_Extraction table data. This table has eight columns: feature_id (primary key), suspect_id (foreign key), feature1, feature2, feature3, feature4, feature5, and feature6. In chapter ten, you will add two tables: Police_Station and Investigator. These two tables will later be joined to Suspect table through another table, File_Case, which will be built in the seventh chapter. The Police_Station has six columns: police_station_id (primary key), location, city, province, telephone, and photo. The Investigator has eight columns: investigator_id (primary key), investigator_name, rank, birth_date, gender, address, telephone, and photo. Here, you will design a Java GUI to display, edit, fill, and delete data in both tables. In chapter eleven, you will add two tables: Victim and File_Case. The File_Case table will connect four other tables: Suspect, Police_Station, Investigator and Victim. The Victim table has nine columns: victim_id (primary key), victim_name, crime_type, birth_date, crime_date, gender, address, telephone, and photo. The File_Case has seven columns: file_case_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/SQL Server programmer.

SQLite For Beginners

SQL Bootcamp

OpenCV-Python with PostgreSQL for Absolute Beginners

The Best Tutorial to Learn Database Programming with Java GUI, MariaDB, and SQL Server

A self-study to easy implement database-driven Java GUI applications

This hands-on tutorial/reference/guide to MySQL and SQL Server is not only perfect for students and beginners, but it also works for experienced developers who aren't getting the most from MySQL and SQL Server. As you would expect, this book shows how to build from scratch two different databases: MySQL and SQL Server using Java. In designing a GUI and as an IDE, you will make use of the NetBeans tool. In the first chapter, you will learn: How to install NetBeans, JDK 11, and MySQL Connector/J; How to integrate external libraries into projects; How the basic MySQL commands are used; How to query statements to create databases, create tables, fill tables, and manipulate table contents is done. In the second chapter, you will study: Creating the initial three table projects in the school database: Teacher table, TClass table, and Subject table; Creating database configuration files; Creating a Java GUI for viewing and navigating the contents of each table; Creating a Java GUI for inserting and editing tables; and Creating a Java GUI to join and query the three tables. In the third chapter, you will learn: Creating the main form to connect all forms; Creating a project will add three more tables to the school database: the Student table, the Parent table, and Tuition table; Creating a Java GUI to view and navigate the contents of each table; Creating a Java GUI for editing, inserting, and deleting records in each table; Creating a Java GUI to join and query the three tables and all six. In chapter four, you will study how to query the six tables. In chapter five, you will be taught how to create Crime database and its tables. In chapter six, you will be taught how to extract image features, utilizing BufferedImage class, in Java GUI. In chapter seven, you will be taught to create Java GUI to view, edit, insert, and delete Suspect table data. This table has eleven columns: suspect_id (primary key), suspect_name, birth_date, case_date, report_date, suspect_status, arrest_date, mother_name, address, telephone, and photo. In chapter eight, you will be taught to create Java GUI to view, edit, insert, and delete Feature_Extraction table data. This table has eight columns: feature_id (primary key), suspect_id (foreign key), feature1, feature2, feature3, feature4, feature5, and feature6. In chapter nine, you will add two tables: Police_Station and Investigator. These two tables will later be joined to Suspect table through another table, File_Case, which will be built in the seventh chapter. The Police_Station has six columns: police_station_id (primary key), location, city, province, telephone, and photo. The Investigator has eight columns: investigator_id (primary key), investigator_name, rank, birth_date, gender, address, telephone, and photo. Here, you will design a Java GUI to display, edit, fill, and delete data in both tables. In chapter ten, you will add two tables: Victim and File_Case. The File_Case table will connect four other tables: Suspect, Police_Station, Investigator and Victim. The Victim table has nine columns: victim_id (primary key), victim_name, crime_type, birth_date, crime_date, gender, address, telephone, and photo. The File_Case has seven columns: file_case_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/MySQL/SQL SERVER programmer.

In this book, you will learn how to build from scratch a SQLite database management system using Java. In designing a GUI and as an IDE, you will make use of the NetBeans tool. Gradually and step by step, you will be taught how to use SQLite in Java. In the first chapter, you will learn: How to create SQLite database and six tables In the second chapter, you will study: Creating the initial three table projects in the school database: Teacher table, TClass table, and Subject table; Creating database configuration files; Creating a Java GUI for viewing and navigating the contents of each

table; Creating a Java GUI for inserting and editing tables; and Creating a Java GUI to join and query the three tables. In the third chapter, you will learn: Creating the main form to connect all forms; Creating a project will add three more tables to the school database: the Student table, the Parent table, and Tuition table; Creating a Java GUI to view and navigate the contents of each table; Creating a Java GUI for editing, inserting, and deleting records in each table; Creating a Java GUI to join and query the three tables and all six tables. In the last chapter, you will study how to query the six tables. Finally, this book is hopefully useful and can improve database programming skills for every Java/SQLite programmer.

This book covers microsoft acces and SQL Server based GUI programming using pyqt. Intentionally designed for various levels of interest and ability of learners, this book is suitable for students, engineers, and even researchers in a variety of disciplines. No advanced programming experience is needed, and only a few school-level programming skill are needed. In the first chapter, you will learn to use several widgets in PyQt5: Display a welcome message; Use the Radio Button widget; Grouping radio buttons; Displays options in the form of a check box; and Display two groups of check boxes. In chapter two, you will learn to use the following topics: Using Signal / Slot Editor; Copy and place text from one Line Edit widget to another; Convert data types and make a simple calculator; Use the Spin Box widget; Use scrollbars and sliders; Using the Widget List; Select a number of list items from one Widget List and display them on another Widget List widget; Add items to the Widget List; Perform operations on the Widget List; Use the Combo Box widget; Displays data selected by the user from the Calendar Widget; Creating a hotel reservation application; and Display tabular data using Table Widgets. In third chapter, you will learn: How to create the initial three tables project in the School database: Teacher, Class, and Subject tables; How to create database configuration files; How to create a Python GUI for inserting and editing tables; How to create a Python GUI to join and query the three tables. In fourth chapter, you will learn how to: Create a main form to connect all forms; Create a project will add three more tables to the school database: Student, Parent, and Tuition tables; Create a Python GUI for inserting and editing tables; Create a Python GUI to join and query over the three tables. In chapter five, you will join the six classes, Teacher, TClass, Subject, Student, Parent, and Tuition and make queries over those tables. In chapter six, you will create dan configure database. In this chapter, you will create Suspect table in crime database. This table has eleven columns: suspect_id (primary key), suspect_name, birth_date, case_date, report_date, suspect_status, arrest_date, mother_name, address, telephone, and photo. You will also create GUI to display, edit, insert, and delete for this table. In chapter seven, you will create a table with the name Feature_Extraction, which has eight columns: feature_id (primary key), suspect_id (foreign key), feature1, feature2, feature3, feature4, feature5, and feature6. The six fields (except keys) will have VARBINARY(MAX) data type. You will also create GUI to display, edit, insert, and delete for this table. In chapter eight, you will create two tables, Police and Investigator. The Police table has six columns: police_id (primary key), province, city, address, telephone, and photo. The Investigator table has eight columns: investigator_id (primary key), investigator_name, rank, birth_date, gender, address, telephone, and photo. You will also create GUI to display, edit, insert, and delete for both tables. In the last chapter, you will create two tables, Victim and Case_File. The Victim table has nine columns: victim_id (primary key), victim_name, crime_type, birth_date, crime_date, gender, address, telephone, and photo. The Case_File table has seven columns: case_file_id (primary key), suspect_id (foreign key), police_id (foreign key), investigator_id (foreign key), victim_id (foreign key), status, and description. You will create GUI to display, edit, insert, and delete for both tables as well.