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Macromedia Flash MX Developer's Guide Jun 26 2022 Explores the concepts and theory of Flash MX, covering topics including ActionScript, XML, Web data, server-side development, offline multimedia, PHP, MySQL, and QuickTime.

A Practical Guide to Testing Object-oriented Software Jan 22 2022 David A. Sykes is a member of Wofford College's faculty.

PROFESS STRUTS, Jan 10 2021 Building web applications that are maintainable and extensible requires a significant amount of design and planning before even a single line of code can be written. However, by leveraging pre-written development frameworks, a development team can reduce the amount of time it takes to deploy an application, while at the same time promoting reuse. Traditionally, development frameworks required significant amounts of time and energy to implement. The alternative to implementing a framework was to purchase one, but this was often an expensive option that required a significant commitment to one software vendor.

Developer's Guide to Computer Game Design Aug 05 2020 An overview of the steps involved in producing an award-winning computer game from a design perspective. The design phase of the business is essential for developers to understand before any code is written. The CD-ROM is very competitive, containing design elements from other leading computer game designers, and a game engine.

Professional Struts Applications Jul 28 2022 * Instructs the use of Struts to build MVC Web applications and simplify HTML form construction and validation * Provides information on using Object-RelationalBridge to cut down the amount of data-access code necessary to be written and maintained * Teaches how to use Lucene to incorporate search engine functionality into a Web application * Demonstrates how to use Velocity to cleanly separate presentation and Java Code

Professional Java Development with the Spring Framework Sep 29 2022 The Spring Framework is a major open source application development framework that makes Java/J2EE(TM) development easier and more productive. This book shows you not only what Spring can do but why, explaining its functionality and motivation to help you use all parts of the framework to develop successful applications. You will be guided through all the Spring features and see how they form a coherent whole. In turn, this will help you understand the rationale for Spring's approach, when to use Spring, and how to follow best practices. All this is illustrated with a complete sample application. When you finish the book, you will be well equipped to use Spring effectively in everything from simple Web applications to complex enterprise applications. What you will learn from this book * The core Inversion of Control container and the concept of Dependency Injection * Spring's Aspect Oriented Programming (AOP) framework and why AOP is important in J2EE development * How to use Spring's programmatic and declarative transaction management services effectively * Ways to access data using Spring's JDBC functionality, iBATIS SQL Maps, Hibernate, and other O/R mapping frameworks * Spring services for accessing and implementing EJBs * Spring's remoting framework Who this book is for This book is for Java/J2EE architects and developers who want to gain a deeper knowledge of the Spring Framework and use it effectively. Wrox Professional guides are planned and written by working programmers to meet the real-world needs of programmers, developers, and IT professionals. Focused and relevant, they address the issues technology professionals face every day. They provide examples, practical solutions, and expert education in new technologies, all designed to help programmers do a better job.

Extreme Programming Pocket Guide Sep 17 2021 Extreme Programming (XP) is a radical new approach to software development that has been accepted quickly because its core practices--the need for constant testing, programming in pairs, inviting customer input, and the communal ownership of code--resonate with developers everywhere. Although many developers feel that XP is rooted in commonsense, its vastly different approach can bring challenges, frustrations, and constant demands on your patience.Unless you've got unlimited time (and who does these days?), you can't always stop to thumb through hundreds of pages to find the piece of information you need. The Extreme Programming Pocket Guide is the answer. Concise and easy to use, this handy pocket guide to XP is a must-have quick reference for anyone implementing a test-driven development environment.The Extreme Programming Pocket Guide covers XP assumptions, principles, events, artifacts, roles, and resources, and more. It concisely explains the relationships between the XP practices. If you want to adopt XP in stages, the Extreme Programming Pocket Guide will help you choose what to apply and when. You'll be surprised at how much practical information is crammed into this slim volume.O'Reilly's Pocket Guides have become a favorite among developers everywhere. By providing a wealth of important details in a concise, well-organized format, these handy books deliver just what you need to complete the task at hand. When you've reached a sticking point in your work and need to get to a solution quickly, the new Extreme Programming Pocket Guide is the book you'll want to have beside your keyboard.

Mastering Tomcat Development Jun 22 2019 Learn how to use Tomcat to quickly build more sophisticated Web applications This comprehensive introduction to developing complex Web applications using Tomcat and related Apache Jakarta technologies examines everything you need to know about Tomcat 4—the popular, award-winning server for implementing and deploying servlets and JavaServer Pages. Tomcat helps developers create dynamic Web content without the problems associated with other methods, like CGI scripts. Author Peter Harrison has written the first book to cover Tomcat from a developer's perspective. He shows you how to use Tomcat by itself as well as with related Apache Jakarta technologies to develop dynamic Web applications, and you'll also learn techniques for improving your programming productivity. This practical, guide is packed with source code and examples of real-world Web applications. Plus, you'll discover other exciting features of Tomcat, including: A code-intensive guide to building Web applications that run on Tomcat Details on using other Apache Jakarta technologies-including Struts, Taglibs, Velocity, and CVS-with Tomcat to form a comprehensive Java Web development process Complete guidelines for installing, configuring, and administering Tomcat, including coverage of the new Manager application and Web application deployment process The companion Web site contains: All source code from the book Working demonstrations Links to additional resources

Web Developer's Guide to Multicasting Sep 05 2020 Multicasting is the next generation of multimedia and video delivery on the Web and local networks. Using a building-blocks approach, this book organizes the layers of emerging multicast software and hardware, starting with video on demand and video conferencing and then ending up with working models of multicast data streams.

PSM II : Quick Reference Guide and Exam Questions May 14 2021 Welcome! Kudos on taking the first important step towards prepping up for the Exam! This book is a quick Reference Guide created for the PSM II (Professional Scrum Master) Examinations. Questions and Answers (similar to the ones in the exam) are included. The guide helps highlight the most important information for you to see at a glance. It also brings the most relevant information for the PSM II Exam together in one resource. Note: 1) The Reference Guide is based on the latest Scrum guides. 2) Information and Content found on the Scrum Guide, Nexus Guides and other articles (found on Scrum.org) is repeated on this Reference guide. 3) This Reference guide is not a text book or a replacement to the Scrum Guide. It's simply your workbook which has content presented systematically to understand and memorize for the exam. 4) The Reference guide also has questions and answers which will help you prepare for the PSM II exam. 5) Your feedback is much appreciated. Please feel free to email ScrumReferenceGuides@gmail.com in case of any questions. 6) % of the book is available for you to see before you buy it in the "Look Inside" Amazon Feature. This will help you understand exactly what you are buying. 7) You do not need to purchase the PSM II Question Bank (ISBN : 978-1-7345536-5-9) if you purchase this book. The PSM II assessment is structured in a similar way to PSM I. It is comprised of 30 multiple choice questions. You have 90 minutes to complete the assessment and must score 85%+ to achieve the certification. The questions and answer options tend to be longer than in PSM I and it takes more time to read and understand. As with all Scrum.org assessments, it is challenging and designed to test your real understanding of Scrum. The Guide also contains Questions and Answers which will help you prepare for the Professional Scrum Master II (PSM II) and / or Professional Scrum Product Owner II (Level 2) Exam. Information in this Guide references: 1.The Scrum Guide. (Nov 2020) 2.The Nexus Guide. (Jan 2021) 3.The Kanban Guide. (Jan 2021) 4. Professional Scrum Development Scrum Topics. 5. Evidence Based Management Guide. 6. Scrum Org Professional Scrum Master Learning Path. 7. Scrum Org Professional Scrum Product Owner Learning Path. 8. Scrum Org Professional Agile Learning Path. 9. Scrum Forums, white papers, articles and training videos (Scrum.Org). 10. Other Scrum sites and books. 11. Practice Questions and Answers. A) 160 Professional Scrum Master Basics Questions and Answers. B) 130 Scaled Professional Scrum Questions and Answers. C) 160 Professional Scrum Developer Questions and Answers. D) 134 Kanban Questions and Answers. E) 132 PAL-E and Professional Scrum Master (Level 2) Questions and Answers. F) 80 Professional Scrum Master II (Level 2) Questions and Answers.

PSD: Professional Scrum Developer Question Bank and Reference Guide. Mar 24 2022 Welcome! Congratulations on taking the first important step towards preparing for the Professional Scrum Developer (PSD) Exam! Professional Scrum Developer (PSD) is an advanced assessment created to test your knowledge of how to build complex software products using Scrum. This book is a Quick Reference Guide created for the Professional Scrum Developer (PSD) Examination. The Guide also contains Questions and Answers which will help you prepare for the Professional Scrum Developer (PSD) . Information in this Guide references: The Scrum Guide.Scrum Forums (Scrum.Org).Other Scrum and Development Education Sites.Scrum and PSD Glossary Note: 1) This Reference guide is not a text book or a replacement to any Textbooks. It's simply your workbook which has content (present on the Scrum guide, Discussion forums & Other Sites) presented systematically to help you understand and memorize for the exam. 2) The Reference guide also has 150+ exclusive questions and answers which will help you prepare for PSD Exams. It also contains 150+ PSM Exam Questions which are asked on the PSD Exam. 3) % of the book is available for you to see before you buy it in the "Look Inside" Amazon Feature. This will help you understand exactly what you are buying. 4) Content found on the Scrum Guide and Other Websites is repeated on this Reference Guide. 5) Reach out to ScrumReferenceGuides@gmail.com for questions and feedback. The Scrum.org Professional Scrum Developer I (PSD I) assessment is a 60 minute time boxed assessment where you'll answer 80 questions (in English) of multiple choice type, very similar in style to the Scrum Developer Open assessment. Prepare for the exam: 1.Prepare for or Revisit PSM I Exam. 2.Carefully read the Scrum Guide (Nov 2020) along with this Reference book. The Scrum Guide is extremely condensed and thus we have decomposed and categorized the most important information present on the Scrum Guide in this Reference Guide. This Book / PSD Reference Guide. 3. Research the topics online if you don't understand them.Be thorough with all the content. 4.Go through the questions and answers at the bottom of the book. (150+ PSD Questions + 150+ PSM Questions).These questions were compiled very carefully. Go through the answers and make sure you understand the concepts. Make sure you go through the answers explanations regardless of whether you answered the questions correctly or not. Go back to the Reference Table and reread. 5.Take the Professional Scrum Developer Open Assessment until you can do the assessment quickly and score close to 100% three times in a row. Few Questions which are asked on the exam are the exact same.

Trans Guide Jul 24 2019

Beginning Mac OS X Programming Feb 08 2021 Beginning Mac OS X Programming Every Mac OS X system comes with all the essentials required for programming: free development tools, resources, and utilities. However, finding the place to begin may be challenging, especially if you have no prior development knowledge. This comprehensive guide offers you an ideal starting point to writing programs on Mac OS X, with coverage of the latest release - 1.4 "Tiger." With its hands-on approach, the book examines a particular element and then presents step-by-step instructions that walk you through how to use that element when programming. You'll quickly learn how to efficiently start writing programs on Mac OS X using languages such as C, Objective-C(r), and AppleScript(r), technologies such as Carbon(r) and Cocoa(r), and other Unix tools. In addition, you'll discover techniques for incorporating the languages in order to create seamless applications. All the while, you can follow along on your own system so that you'll be prepared to apply your new Mac OS X skills to real-world projects. What you will learn from this book The major role the new Xcode plays in streamlining Mac OS X development The process for designing a graphical user interface on Mac OS X that conforms to Apple's guidelines How to write programs in the C and Objective-C programming languages The various scripting languages available on the Mac OS X system and what tasks each one is best suited to perform How to write shell scripts that interact with pre-installed command-line tools Who this book is for This book is for novice programmers who want to get started writing programs that run on Mac OS X. Experienced programmers who are new to the Mac will also find this book to be a useful overview of the Mac development environment. Wrox Beginning guides are crafted to make learning programming languages and technologies easier than you think, providing a structured, tutorial format that will guide you through all the techniques involved.
Velocity: The Basics Oct 19 2021 This book teaches one how to program in the Velocity Template Language (VTL) and covers methods thereof with practical examples of how to script in Velocity. It also serves as a reference for readers who are Velocity developers. More detail available at http://tech.beacondeacon.com/velocity

LabVIEW Mar 31 2020 LabVIEWTM has become one of the preeminent platforms for the development of data acquisition and data analysis programs. LabVIEWTM: A Developer's Guide to Real World Integration explains how to integrate LabVIEW into real-life applications. Written by experienced LabVIEW developers and engineers, the book describes how LabVIEW has been pivotal in solving real-world challenges. Each chapter is self-contained and demonstrates the power and simplicity of LabVIEW in various applications, from image processing to solar tracking systems. Many of the chapters explore how exciting new technologies can be implemented in LabVIEW to enable novel solutions to new or existing problems. The text also presents novel tricks and tips for integrating LabVIEW with third-party hardware and software. Ideal for LabVIEW users who develop stand-alone applications, this down-to-earth guide shows how LabVIEW provides solutions to a variety of application problems. It includes projects and virtual instrumentation for most of the programs and utilities described. Many of the authors' own software contributions are available on the accompanying CD-ROM.

Official Gazette of the United States Patent and Trademark Office Feb 29 2020

A A Frontend Web Developer's Guide to Testing Oct 31 2022 This book is a comprehensive guide to frontend web app testing. You'll develop a solid understanding of the advanced features that lead testing frameworks offer and the pillars of a successful web app testing strategy. With this book, you'll be able to devise a suitable testing strategy using both code coverage and test coverage measurements.

SPS(Scaled Professional Scrum):Quick Reference Guide & Exam Questions Apr 12 2021 Welcome! Congratulations on taking the first important step towards preparing for the Scaled Professional Scrum (SPS) Exam! Scaled Professional Scrum (SPS) is an advanced assessment created to test your knowledge about the Nexus and its application in the real world. This book is a Quick Reference Guide created for the Scaled Professional Scrum (SPS) Examination. The Guide also contains Questions and Answers (130 SPS Specific + 150 PSM) which will help you prepare for the Scaled Professional Scrum (SPS). Information in this Guide references: The Scrum Guide. (Nov 2020) The Nexus Guide. (Jan 2021) Scaled and Nexus Scrum Forums (Scrum.Org). Note: 1) Information and Content found on the Scrum Guide and Nexus Guide is repeated on this Reference guide. 2) This Reference guide is not a text book or a replacement to the Scrum or Nexus Guide. It's simply your workbook which has content (present on the Nexus & Scrum guide) presented systematically to understand and memorize for the exam. 3) This Reference guide also has exclusive questions and answers which will help you prepare for SPS 2019 Exams. 4) % of the book is available for you to see before you buy it in the "Look Inside" Amazon Feature. This will help you understand exactly what you are buying. 5) For Feedback or Questions, please reach out to ScrumReferenceGuides@gmail.com The SPS assessment is structured like the PSM I Exam. It comprises of 40 multiple choice questions. You would have 60 minutes to complete the assessment. The score to achieve the certification is 85%+. Prepare for the exam: 1. Prepare for or Revisit PSM I Exam. Carefully Read: A. The Scrum Guide along with this Reference book. We have also decomposed and categorized the most important information present on the Scrum Guide in this Reference Guide. B. The Nexus Guide along with this Reference book. We have also decomposed and categorized the most important information present on the Nexus Guide in this Reference Guide. This is the primary source of all answers for the assessment. Read the Nexus Guide several times to strengthen your understanding of Scaling Fundamentals. Make this Reference Guide, your workbook. Be thorough with all the content. 2. Go through the questions and answers at the bottom of the book. (80 Scaled Scrum Questions).These questions were compiled very carefully. Go through the answers and make sure you understand the concepts. Make sure you: Go through the answers explanations regardless of whether you answered the questions correctly or not. Go back to the Reference Table and reread. Add notes to the reference guide tables if needed. 3. Take the Scrum Open Assessment until you can do the assessment quickly and score close to 100% three times in a row. Take the Nexus Open Assessment until you can do the assessment quickly and score close to 100% three times in a row. Few Questions which are asked on the exam are the exact same. 4, You do not need to purchase the SPS Question Bank, ISBN : 978-1-7326579-6-0 (if you have this book).

Extending and Modifying LAMMPS Writing Your Own Source Code Dec 29 2019 Understand the LAMMPS source code and modify it to meet your research needs, and run simulations for bespoke applications involving forces, thermostats, pair potentials and more with ease Key

FeaturesUnderstand the structure of the LAMMPS source codeImplement custom features in the LAMMPS source code to meet your research needsRun example simulations involving forces, thermostats, and pair potentials based on implemented featuresBook Description LAMMPS is one of the most widely used tools for running simulations for research in molecular dynamics. While the tool itself is fairly easy to use, more often than not you'll need to customize it to meet your specific simulation requirements. Extending and Modifying LAMMPS bridges this learning gap and helps you achieve this by writing custom code to add new features to LAMMPS source code. Written by ardent supporters of LAMMPS, this practical guide will enable you to extend the capabilities of LAMMPS with the help of step-by-step explanations of essential concepts, practical examples, and self-assessment questions. This LAMMPS book provides a hands-on approach to implementing associated methodologies that will get you up and running and productive in no time. You'll begin with a short introduction to the internal mechanisms of LAMMPS, and gradually transition to an overview of the source code along with a tutorial on modifying it. As you advance, you'll understand the structure, syntax, and organization of LAMMPS source code, and be able to write your own source code extensions to LAMMPS that implement features beyond the ones available in standard downloadable versions. By the end of this book, you'll have learned how to add your own extensions and modifications to the LAMMPS source code that can implement features that suit your simulation requirements. What you will learnIdentify how LAMMPS input script commands are parsed within the source codeUnderstand the architecture of the source codeRelate source code elements to simulated quantitiesLearn how stored quantities are accessed within the source codeExplore the mechanisms controlling pair styles, computes, and fixesModify the source code to implement custom features in LAMMPSWho this book is for This book is for students, faculty members, and researchers who are currently using LAMMPS or considering switching to LAMMPS, have a basic knowledge of how to use LAMMPS, and are looking to extend LAMMPS source code for research purposes. This book is not a tutorial on using LAMMPS or writing LAMMPS scripts, and it is assumed that the reader is comfortable with the basic LAMMPS syntax. The book is geared toward users with little to no experience in source code editing. Familiarity with C++ programming is helpful but not necessary.

Practical JIRA Plugins Mar 12 2021 One advantage of using JIRA for issue tracking, bug tracking, or project management is the ability to extend this tool with hundreds of plugins from the JIRA community. In this concise book, software toolsmith Matt Doar—the author of Practical JIRA Administration—shows you how to create and maintain your own JIRA plugins to meet the specific needs of a project. This book uses detailed examples to clarify some of the more confusing aspects of JIRA plugins, and serves as an ideal supplement to the extensive documentation already available. Use JIRA’s Plugin SDK, and learn several aspects common to all plugins Create your own custom field type, using a JIRA plugin Delve into advanced aspects of custom field plugins, and discover how searching for values in custom fields works Create JIRA plugins to use with workflows, and learn about conditions, validators, and post-functions Store data using the PropertySet interface and the Active Objects plugin Upgrade a plugin and upload it to Atlassian Plugin Exchange (PAC)

Creating Location Services for the Wireless Web Jul 16 2021 The first guide to developing user location applications You are walking down a street and suddenly, your cell phone display flashes the news that you are 70 feet from a Starbuck's and that you are entitled to a dollar off your next purchase. You have just witnessed an example of user location services, one of the exciting new generations of cell phone and handheld services. This book describes the architecture and operation of this technology. It also familiarizes readers with the new location services development standard, shows how to programming with GIS, provides GUI design guidelines, and uses real-world examples to teach valuable lessons on how to successfully develop and deploy user location applications for the wireless Web. CD-ROM contains a host of tools for developing positioning and location services.

Handbook of Big Data Technologies Aug 24 2019 This handbook offers comprehensive coverage of recent advancements in Big Data technologies and related paradigms. Chapters are authored by international leading experts in the field, and have been reviewed and revised for maximum reader value. The volume consists of twenty-five chapters organized into four main parts. Part one covers the fundamental concepts of Big Data technologies including data curation mechanisms, data models, storage models, programming models and programming platforms. It also dives into the details of implementing Big SQL query engines and big stream processing systems. Part Two focuses on the semantic aspects of Big Data management including data integration and exploratory ad hoc analysis in addition to structured querying and pattern matching techniques. Part Three presents a comprehensive overview of large scale graph processing. It covers the most recent research in large scale graph processing platforms, introducing several scalable graph querying and mining mechanisms in domains such as social networks. Part Four details novel applications that have been made possible by the rapid emergence of Big Data technologies such as Internet-of-Things (IOT), Cognitive Computing and SCADA Systems. All parts of the book discuss open research problems, including potential opportunities, that have arisen from the rapid progress of Big Data technologies and the associated increasing requirements of application domains. Designed for researchers, IT professionals and graduate students, this book is a timely contribution to the growing Big Data field. Big Data has been recognized as one of leading emerging technologies that will have a major contribution and impact on the various fields of science and varies aspect of the human society over the coming decades. Therefore, the content in this book will be an essential tool to help readers understand the development and future of the field.

Spring в действии Jun 14 2021 Фреймворк Spring Framework – необходимый инструмент для разработчиков приложений на Java.В книге описана последняя версия Spring 3, который несет в себе новые мощные особенности, такие как язык выражений SpEL, новые аннотации для работы с контейнером IoC и поддержка архитектуры REST. Автор, Крейг Уоллс, обладает особым талантом придумывать весьма интересные примеры, сосредоточенные на особенностях и приемах использования Spring, которые действительно будут полезны читателям.В русскоязычном переводе добавлены главы из 2-го американского издания, которые автор не включил в 3-е издание «Spring in Action».Издание предназначено как для начинающих пользователей фреймворка, так и для опытных пользователей Spring, желающих задействовать новые возможности версии 3.0.

Jakarta Commons cookbook Oct 07 2020 Jakarta CommonsはJava言語でプログラムを開発する際に使用する再利用可能なライブラリ群です。テキスト操作、コレクション操作、XML、入出力などさまざまな機能を集めているため、Commonsを活用できれば、コードのミスをなくし、余計な手間や時間を省くことができます。本書はCommonsを一問一答形式で解説します。目次をみながら自分の欲しい機能を探し、解法を導き出せます。さらに詳細な解説と豊富なサンプルコードでより深い知識が身につきます。

Serverless Programming Cookbook Aug 17 2021 Build, secure, and deploy real-world serverless applications in AWS and peek into the serverless cloud offerings from Azure, Google Cloud, and IBM Cloud Key FeaturesBuild serverless applications with AWS Lambda, AWS CloudFormation and AWS CloudWatchPerform data analytics and natural language processing(NLP)on the AWS serverless platformExplore various design patterns and best practices involved in serverless computingBook Description Managing physical servers will be a thing of the past once you're able to harness the power of serverless computing. If you're already prepped with the basics of serverless computing, Serverless Programming Cookbook will help you take the next step ahead. This recipe-based guide provides solutions to problems you might face while building serverless applications. You'll begin by setting up Amazon Web Services (AWS), the primary cloud provider used for most recipes. The next set of recipes will cover various components to build a Serverless application including REST APIs, database, user management, authentication, web hosting, domain registration, DNS management, CDN, messaging, notifications and monitoring. The book also introduces you to the latest technology trends such as Data Streams, Machine Learning and NLP. You will also see patterns and practices for using various services in a real world application. Finally, to broaden your understanding of Serverless computing, you'll also cover getting started guides for other cloud providers such as Azure, Google Cloud Platform and

IBM cloud. By the end of this book, you’ll have acquired the skills you need to build serverless applications efficiently using various cloud offerings. What you will learnServerless computing in AWS and explore services with other cloudsDevelop full-stack apps with API Gateway, Cognito, Lambda and DynamoDBWeb hosting with S3, CloudFront, Route 53 and AWS Certificate ManagerSQS and SNS for effective communication between microservices Monitoring and troubleshooting with CloudWatch logs and metrics Explore Kinesis Streams, Amazon ML models and Alexa Skills KitWho this book is for For developers looking for practical solutions to common problems while building a serverless application, this book provides helpful recipes. To get started with this intermediate-level book, knowledge of basic programming is a must.

JIRA Development Cookbook Feb 20 2022 This book is part of Packt's Cookbook series. A Packt Cookbook contains step-by-step recipes for solutions to the most important problems you face when working with a topic. Inside this Cookbook you will find: A straightforward and easy-to-follow format, A selection of the most important tasks and problems, Carefully organized instructions for solving the problem efficiently, Clear explanations of what you did Details for applying the solution to other situations If you are a JIRA developer or project manager who wants to fully exploit the exciting capabilities of JIRA, then this is the perfect book for you.

A Practical Guide to EXtreme Programming Jan 28 2020 The one-stop guide for everyone getting started with eXtreme Programming! Making XP principles work in the real world Best practices for the entire project lifecycle: conceptualization through delivery Understand the role of every participant: developer, manager, and customer Specific solutions to the most common XP transitioning problems Practically overnight, Extreme Programming (XP) has become one of the world's leading agile methodologies. Now, there's an easy, concise introduction that delivers all the guidance and best practices you need to make XP work in your organization! A Practical Guide to eXtreme Programming doesn't just introduce key XP principles such as simplicity, communication, and feedback: it shows how to make them work in the real world. Using a start-to-finish case study, this book covers the entire project lifecycle, every key task, and the role of every XP participant--developers, managers, and customers. Coverage includes: Envisioning your proposed software system Writing effective user stories and acceptance tests Planning for regular releases and iterations "Coding with intention" Best practices for integration, refactoring, testing, and delivery Overcoming the challenges of transitioning to XP Want all the benefits XP can provide? Want to implement XP as smoothly and painlessly as possible? This is the place to start!

Introduction to Programming with Fortran Dec 09 2020 This edition has been revised to stress the use of modern Fortran throughout: Key features: lots of clear, simple and complete examples highlighting the, core language features of modern Fortran including data typing, array processing, control structures functions, subroutines, user defined types and pointers, pinpoints common problems that occur when programming, has sample output from a variety of compilers, expands on the first edition, by introducing modules as soon as the fundamental language features have been covered. Modules are the major organisational feature of Fortran and are the equivalent of classes in other languages, major new features covered in this edition include, introduction to object oriented programming in Fortran introduction to parallel programming in Fortran using MPI, OpenMP and Coarray Fortra, this edition has three target audiences the complete beginner existing Fortran programmers wishing to update their code those with programming experience in other languages Ian Chivers and Jane Sleightholme are the joint owners of comp-fortran-90 which is a lively forum for the exchange of technical details of the Fortran language. Ian is the editor of the ACM Fortran Forum and both Jane and Ian have both been involved in the Fortran standardisation process. The authors have been teaching and supporting Fortran and related areas for over 30 years and their latest book reflects the lessons that have been learnt from this.

Multimedia Developer's Guide Dec 21 2021 Quickly enter the rapidly expanding field of multimedia with this programmer's guide that shows readers the way to bring more graphics, sound, and animation to applications and provides in-depth programming techniques and example programs.

Original. (Intermediate).

JavaTech, an Introduction to Scientific and Technical Computing with Java Nov 07 2020 JavaTech is a practical introduction to the Java programming language with an emphasis on the features that benefit technical computing. After presenting the basics of object-oriented programming in Java, it examines introductory topics such as graphical interfaces and thread processes. It goes on to review network programming and develops Web client-server examples for tasks such as monitoring remote devices. The focus then shifts to distributed computing with RMI. Finally, it examines how Java programs can access the local platform and interact with hardware. Topics include combining native code with Java, communication via serial lines, and programming embedded processors. An extensive web site supports the book with additional instructional materials. JavaTech demonstrates the ease with which Java can be used to create powerful network applications and distributed computing applications. It will be used as a textbook for programming courses, and by researchers who need to learn Java for a particular task.

Advanced Parallel Processing Technologies Sep 25 2019 th This volume contains the papers presented at the 8 International Conference on - vanced Parallel Processing Technologies, APPT 2009. This series of conferences originated from collaborations between researchers from China and Germany and has evolved into an international conference for reporting advances in parallel processing technologies. APPT 2009 addressed the entire gamut of related topics, ranging from the architectural aspects of parallel computer hardware and system software to the applied technologies for novel applications. For this conference, we received over 76 full submissions from researchers all over the world. All the papers were peer reviewed in depth and qualitatively graded on their relevance, originality, significance, presentation, and the overall appropriateness for their acceptance. Any concerns raised were discussed by the Program Committee. The Organizing Committee did an excellent job in selecting 36 papers for presen- tion. In short, the papers included here represent the forefront of research from China, Switzerland, Germany, and other countries.

Build an HTML5 Game Oct 26 2019 If you already have even basic familiarity with HTML, CSS, and JavaScript, you're ready to learn how to build a browser-based game. In Build an HTML5 Game, you'll use your skills to create a truly cross-platform bubble-shooter game—playable in both desktop and mobile browsers. As you follow along with this in-depth, hands-on tutorial, you'll learn how to: –Send sprites zooming around the screen with JavaScript animations –Make things explode with a jQuery plug-in –Use hitboxes and geometry to detect collisions –Implement game logic to display levels and respond to player input –Convey changes in game state with animation and sound –Add flair to a game interface with CSS transitions and transformations –Gain pixel-level control over your game display with the HTML canvas The programming starts right away in Chapter 1—no hemming and hawing, history, or throat clearing. Exercises at the end of each chapter challenge you to dig in to the bubble shooter's code and modify the game. Go ahead. Take the plunge. Learn to create a complete HTML5 game right now and then use your newfound skills to build your own mega-popular, addictive game.

Microsoft C/C++ 7 Developer's Guide Jul 04 2020 Step-by-step instructions for all C++ features. This is a must-have for all C programmers using C/C++ 7. Bound-in disk features example programs that help readers learn Microsoft C/C++ 7. Extensive tutorials explain how to create DOS and Windows applications using C++, OOP, and the Microsoft Foundation Class (MFC) libraries. Includes a complete reference guide to MFC and the C library.

FPGA-Based Embedded System Developer's Guide Aug 29 2022 The book covers various aspects of VHDL programming and FPGA interfacing with examples and sample codes giving an overview of VLSI technology, digital circuits design with VHDL, programming, components, functions and procedures, and arithmetic designs followed by coverage of the core of external I/O programming, algorithmic state machine based system design, and real-world interfacing examples. • Focus on real-world applications and peripherals interfacing for different applications like data acquisition, control, communication, display, computing, instrumentation, digital signal processing and top module design • Aims to be a quick reference guide to design digital architecture in the FPGA and develop system with RTC, data transmission protocols

Serial Port Complete: The Developer's Guide, Second Edition Apr 24 2022 When PCs and peripherals began showing up with USB ports in the late 1990s, many predicted that legacy serial (COM) ports would soon be obsolete. The predictions were wrong. While most standard peripherals now use USB, serial ports are the interface of choice for devices that require simple programming, long cables, operation in harsh environments, or basic networking capabilities. Serial ports are more versatile then ever due to developments such as USB virtual COM ports, the .NET SerialPort class, enhanced microcontroller USARTs, and new wireless interfaces. Serial Port Complete Second Edition is a completely revised and updated guide to programming and interfacing to COM ports, USB virtual COM ports, and serial ports in embedded systems. Author Jan Axelson shows how to: § Access COM ports using the SerialPort class in Microsoft’s .NET Framework. § Program embedded systems for serial-port communications. § Design and program USB devices accessed as virtual COM ports. § Upgrade RS-232 designs to USB with no changes to host software or device firmware. § Design circuits for electrically harsh environments. § Create serial networks of embedded systems and PCs. § Use serial ports in wireless links. Example code is provided for PCs and embedded systems in both Basic and C/C#. The author maintains a website with articles, program code, and other links of interest to developers of serial-port applications (janaxelson.com).

Tcl/Tk Jun 02 2020 Tcl/Tk (Tool Command Language/Tool Kit) makes it fast and easy to implement any type of application, from games to network analyzers. Tcl/Tk is a full-bodied, mature programming platform used by NASA rocket scientists, Wall Street database experts, Internet designers, and open source programmers around the world. Tcl/Tk's multi-faceted and extensible nature make it ideal for developing end-user GUIs, client/server middleware, Web applications, and more. You can code completely in Tcl, use any of hundreds of extensions, call C or Java subroutines from Tcl/Tk, or use Tcl to glue legacy applications together. Written from a programmer's perspective, Tcl/Tk: A Developer's Guide describes how to use Tcl's standard tools and the unique features that make Tcl/Tk powerful: including graphics widgets, packages, namespaces, and extensions. With this book an experienced programmer will be able to code Tcl in a few hours. In just a few chapters you will learn about Tcl features that allow you to isolate and protect your code from being damaged in large applications. You will even learn how to extend the language itself. Tcl/Tk: A Developer's Guide clearly discusses development tools, proven techniques, and existing extensions. It shows how to use Tcl/Tk effectively and provides many code examples. This fully revised new edition is the complete resource for computer professionals, from systems administrators to programmers. It covers versions 7.4 to 8.4 and includes a CD-ROM containing the interpreters, libraries, and tutorials to get you started quickly. Additional materials in the book include case studies and discussions of techniques for the advanced user. On the CD-ROM *Distributions for Tcl 8.3 and 8.4 for Linux, Solaris, Macintosh, and Windows. *A copy of ActiveTcl from ActiveState. *The latest release of TclTutor. *How-to's and tutorials as well as copies of all the tools discussed in the book. *The author's "Tclsh Spot" articles from :login; magazine and the "Real World" Tcl/Tk chapters from the first edition. *Demo copies of commercial development tools from ActiveState and NeatWare. *Many open source Tcl/Tk development tools. *Tcl/Tk design guidelines. *Brings beginners up to speed quickly. *Overview of Tcl development tools, popular extensions, and packages. *Tips, style guidelines, and debugging techniques for the advanced user.

Maven: The Definitive Guide May 02 2020 For too long, developers have worked on disorganized application projects, where every part seemed to have its own build system, and no common repository existed for information about the state of the project. Now there's help. The long-awaited official documentation to Maven is here. Written by Maven creator Jason Van Zyl and his team at Sonatype, Maven: The Definitive Guide clearly explains how this tool can bring order to your software development projects. Maven is largely replacing Ant as the build tool of choice for large open source Java projects because, unlike Ant, Maven is also a project management tool that can run reports, generate a project website, and facilitate communication among members of a working team. To use Maven, everything you need to know is in this guide. The first part demonstrates the tool's capabilities through the development, from ideation to deployment, of several sample applications -- a simple software development project, a simple web application, a multi-module project, and a multi-module enterprise project. The second part offers a complete reference guide that includes: The POM and Project Relationships The Build Lifecycle Plugins Project website generation Advanced site generation Reporting Properties Build Profiles The Maven Repository Team Collaboration Writing Plugins IDEs such as Eclipse, IntelliJ, ands NetBeans Using and creating assemblies Developing with Maven Archetypes Several sources for Maven have appeared online for some time, but nothing served as an introduction and comprehensive reference guide to this tool -- until now. Maven: The Definitive Guide is the ideal book to help you manage development projects for software, web applications, and enterprise applications. And it comes straight from the source.

SQL Server 2016 Developer's Guide May 26 2022 Get the most out of the rich development capabilities of SQL Server 2016 to build efficient database applications for your organization About This Book Utilize the new enhancements in Transact-SQL and security features in SQL Server 2016 to build efficient database applications Work with temporal tables to get information about data stored in the table at any point in time A detailed guide to SQL Server 2016, introducing you to multiple new features and enhancements to improve your overall development experience Who This Book Is For This book is for database developers and solution architects who plan to use the new SQL Server 2016 features for developing efficient database applications. It is also ideal for experienced SQL Server developers who want to switch to SQL Server 2016 for its rich development capabilities. Some understanding of the basic database concepts and Transact-SQL language is assumed. What You Will Learn Explore the new development features introduced in SQL Server 2016 Identify opportunities for In-Memory OLTP technology, significantly enhanced in SQL Server 2016 Use columnstore indexes to get significant storage and performance improvements Extend database design solutions using temporal tables Exchange JSON data between applications and SQL Server in a more efficient way Migrate historical data transparently and securely to Microsoft Azure by using Stretch Database Use the new security features to encrypt or to have more granular control over access to rows in a table Simplify performance troubleshooting with Query Store Discover the potential of R's integration with SQL Server In Detail Microsoft SQL Server 2016 is considered the biggest leap in the data platform history of the Microsoft, in the ongoing era of Big Data and data science. Compared to its predecessors, SQL Server 2016 offers developers a unique opportunity to leverage the advanced features and build applications that are robust, scalable, and easy to administer. This book introduces you to new features of SQL Server 2016 which will open a completely new set of possibilities for you as a developer. It prepares you for the more advanced topics by starting with a quick introduction to SQL Server 2016's new features and a recapitulation of the possibilities you may have already explored with previous versions of SQL Server. The next part introduces you to small delights in the Transact-SQL language and then switches to a completely new technology inside SQL Server - JSON support. We also take a look at the Stretch database, security enhancements, and temporal tables. The last chapters concentrate on implementing advanced topics, including Query Store, columnstore indexes, and In-Memory OLTP. You will finally be introduced to R and how to use the R language with Transact-SQL for data exploration and analysis. By the end of this book, you will have the required information to design efficient, high-performance database applications without any hassle. Style and approach This book is a detailed guide to mastering the development features offered by SQL Server 2016, with a unique learn-as-you-do approach. All the concepts are explained in a very easy-to-understand manner and are supplemented with examples to ensure that you—the developer—are able to take that next step in building more powerful, robust applications for your organization with ease.

Windows 95 Game Developer's Guide Using the Game SDK Nov 19 2021 The Windows 95 Game Programming Developer's Guide Using the

Game SDK explains the details of the Game SDK with examples that help you develop games for Windows 95. Written in a straightforward manner, this book efficiently delivers the information you need. You'll quickly learn the elements of game development. Unique tips and techniques to using DirectDraw, DirectSound, and DirectPlay will help you create professional games that you can market. If you're programming games for Windows 95, the Windows 95 Game Developer's Guide Using the Game SDK delivers the information you need to succeed.

Palm webOS Nov 27 2019 A Note from the Author and from O'Reilly Media about what this bookdoes--and doesn't--do: Palm webOS is a brand new platform and represents a very different type ofoperating system where the web runtime is used as the basis for the UI andApplication model. Palm and O'Reilly felt that it was important to have abook available to help developers get a basic understanding of the new Palmplatform at the time that the SDK was released; this timing played a majorrole in the content and structure of the book. Ideally this book would have been a complete reference of the new platformbut that wasn't possible since the content was written at the same time asthe software SDK was being developed by the Palm engineering team. The bookdoes provide a complete overview of Palm webOS, a thorough description ofthe application model and gives details on many key design concepts. Thereare descriptions and examples of UI widgets, services, storage,notifications, dashboards and background applications, serving as a greatintroduction but not as a definitive source. The book uses a simple News reader application to illustrate the technicaldescriptions but the examples are not intended to serve as a cookbooktutorial. Experienced developers should be able to use the examples to buildup a working application chapter by chapter but others may not find theloose descriptions adequate for recreating the application unaided. Overtime, these different needs will be filled by other books, but in themeantime we hope that this book will serve a valuable role introducingdevelopers to webOS and giving them a way of getting started with webOSapplication development. A second printing of the book will update any original coverage obsoleted bysubsequent Mojo SDK builds. For owners of the original printing of the book,all of these updates are posted on the "View/Submit Errata" link (please seeleft-hand column of this web page). Thanks for understanding that book publishing and coverage of rapidly movingtechnologies can sometimes be an inexact science; we knew there'd be a needfor a book such as Palm webOS: The Insider's Guide to DevelopingApplications in JavaScript using the Palm MojoT Framework, and there'scertainly no better person to write that book that Mitch Allen; that said,we understand that because it is such a new operating system and SDK, therewould (and will continue to be) changes that at best can't be documented andexplored until new printings of the books are released. In the meantime wewill be diligent in posting updates to this book's O'Reilly Media catalogpage. DescriptionThis is the official guide to building native JavaScript applications for Palm's new mobile operating system, Palm® webOS™. Written by Palm's software chief technology officer along with the Palm webOS development team, Palm webOS provides a complete tutorial on the design principles, architecture, UI, tools, and services necessary to develop webOS applications-including the Mojo JavaScript framework and Palm's SDK. Palm webOS is designed to support a fast and superb user experience using established web standards, so if you're familiar with HTML, CSS, and JavaScript, you're ready to build applications for any webOS-based device, including the Palm Pre. You'll gain expertise, chapter by chapter, as you build a working mobile application through the course of the book. You'll also learn how to extend existing web apps to work with the new generation of mobile phones. Get a thorough overview of the webOS platform and architecture Understand the critical concepts for application design: what separates webOS from other web and mobile platforms Learn the details of Mojo's development tools and SDK for building and testing mobile applications Examine best practices, important considerations, and guiding principles for developing with webOS and the Mojo framework