

Begin Database Design W Ws Wrox Programmer To Programmer

Relational Databases and Knowledge Bases Database
Design and Development Digital Rights Management
for E-Commerce Systems Web Techniques SQL
Antipatterns CCNA ICND2 640-816 Official Cert
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Database Design & Programming

Relational Databases and Knowledge

Bases

This book constitutes the refereed proceedings of the Third International Symposium on End-User Development, IS-EUD 2011, held in Torre Canne, Italy, in June 2011. The 14 long papers and 21 short papers presented were carefully reviewed and selected for inclusion in the book. In addition the volume contains 2 keynote speeches, 14 doctoral consortia, and information on 3 workshops. The contributions are organized in topical sections on mashups, frameworks, users as co-designers, infrastructures, methodologies and guidelines, beyond the desktop, end-user development in the workplace, meta-design, and supporting end-user developers.

Database Design and Development

Digital Rights Management for E-Commerce Systems

Web Techniques

From three design partners at Google Ventures, a unique five-day process--called the sprint--for solving tough problems using design, prototyping, and testing ideas with customers.

SQL Antipatterns

CCNA ICND2 640-816 Official Cert Guide

* 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.

Practical SQL

The vast majority of software applications use relational databases that virtually every application developer must work with. This book introduces you to database design, whether you're a DBA or database developer. You'll discover what databases are, their goals, and why proper design is necessary to achieve those goals. Additionally, you'll master how to structure the database so it gives good performance while minimizing the chance for error. You will learn how to decide what should be in a database to meet the application's requirements.

Pro SQL Server Relational Database Design and Implementation

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White Space Is Not Your Enemy is a practical graphic design and layout guide that introduces concepts and practices necessary for producing effective visual communication across a variety of formats—from web to print. Sections on Gestalt theory, color theory, and WET layout are expanded to offer more in-depth content on those topics. This new edition features new covering current trends in web design—Mobile-first, UI/UX design, and web typography—and how they affect a designer’s approach to a project. The entire book will receive an update using new examples and images that show a more diverse set of graphics that go beyond print and web and focus on tablet, mobile and advertising designs.

The Information System Consultant's Handbook

Enterprise Integration Patterns provides an invaluable catalog of sixty-five patterns, with real-world solutions that demonstrate the formidable of messaging and help you to design effective messaging solutions for your enterprise. The authors also include examples covering a variety of different integration technologies, such as JMS, MSMQ, TIBCO ActiveEnterprise, Microsoft BizTalk, SOAP, and XSL. A case study describing a bond trading system illustrates the patterns in practice, and the book offers a look at emerging standards, as well as insights into what the future of enterprise integration might hold. This book provides a consistent vocabulary and visual notation framework to describe large-scale integration solutions across many

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technologies. It also explores in detail the advantages and limitations of asynchronous messaging architectures. The authors present practical advice on designing code that connects an application to a messaging system, and provide extensive information to help you determine when to send a message, how to route it to the proper destination, and how to monitor the health of a messaging system. If you want to know how to manage, monitor, and maintain a messaging system once it is in use, get this book.

Enterprise Integration Patterns

Object-oriented Database Design Clearly Explained

New Edition of Best Selling Official Cert Guide: Updated Content, New Exercises, and Expanded Coverage -- PLUS includes CCNA Network Simulator Lite Edition This is the eBook version of the print title. Note that the eBook does not provide access to the practice test software that accompanies the print book. Access to the Network Simulator Lite and personal video mentoring is available through product registration at Cisco Press - or see instructions in back pages of your eBook. The new edition of bestselling CCNA ICND2 640-816 Official Cert Guide, Third Edition by Wendell Odom has been updated to refresh the content, add new exercises, and enhance certain topics that are key to understanding for success on the CCNA exams. Chapters on VLSM, route summarization, and IP access control lists have been

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completely revised. In addition the book contains new practice exercises for all three of these topics to help reinforce the concepts and increase computation speed for exam preparation. Learn, prepare, and practice for exam success Master CCNA ICND2 exam topics Assess your knowledge with chapter-opening quizzes Review key concepts with exam preparation tasks Learn from 60 minutes of Video mentoring Apply concepts within Network Simulator lab exercises CCNA ICND2 640-816 Official Cert Guide, Third Edition is a best of breed Cisco exam study guide. Best-selling author and expert instructor Wendell Odom shares preparation hints and test-taking tips, helping you identify areas of weakness and improve both your conceptual knowledge and hands-on skills. The book presents you with an organized test preparation routine through the use of proven series elements and techniques. The master table of exam topics makes referencing easy. "Do I Know This Already?" quizzes open each chapter and enable you to decide how much time you need to spend on each section. Chapter-ending Exam Preparation Tasks help you drill on key concepts you must know thoroughly. A final preparation chapter guides you through tools and resources to help you craft your final study plan. Special troubleshooting sections help you master the complex scenarios you will face on the exam.

Beginning Database Design Solutions

Develop powerful, standards-based, back-end business logic with Beginning EJB 3, Java EE 7 Edition.

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Led by an author team with 20 years of combined Enterprise JavaBeans experience, you'll learn how to use the new EJB 3.2 APIs. You'll gain the knowledge and skills you'll need to create the complex enterprise applications that run today's transactions and more. Targeted at Java and Java EE developers, with and without prior EJB experience, *Beginning EJB 3* is packed with practical insights, strategy tips, and code examples. As each chapter unfolds, you'll not only explore a new area of the spec; you'll also see how you can apply it to your own applications through specific examples. *Beginning EJB 3* will serve not only as a reference, but it will also function as a how-to guide and repository of practical examples to which you can refer as you build your own applications. It will help you harness the power of EJBs and take your Java EE 7 development to the next level.

JPRS Report

A Wrinkle in Time is the winner of the 1963 Newbery Medal. It was a dark and stormy night—Meg Murry, her small brother Charles Wallace, and her mother had come down to the kitchen for a midnight snack when they were upset by the arrival of a most disturbing stranger. "Wild nights are my glory," the unearthly stranger told them. "I just got caught in a downdraft and blown off course. Let me sit down for a moment, and then I'll be on my way. Speaking of ways, by the way, there is such a thing as a tesseract." A tesseract (in case the reader doesn't know) is a wrinkle in time. To tell more would rob the reader of the enjoyment of Miss L'Engle's unusual

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book. A Wrinkle in Time, winner of the Newbery Medal in 1963, is the story of the adventures in space and time of Meg, Charles Wallace, and Calvin O'Keefe (athlete, student, and one of the most popular boys in high school). They are in search of Meg's father, a scientist who disappeared while engaged in secret work for the government on the tesseract problem.

Sprint

If you've not programmed with Transact-SQL, this book is for you. It begins with an overview of SQL Server query operations and tools used with T-SQL, and covers both the 2005 and 2008 releases of SQL Server query tools and the query editor. The book then moves to show you how to design and build applications of increasing complexity. Other important tasks covered include full text indexing, optimizing query performance, and application design and security considerations. The companion website also provides all of the code examples from the book.

Electronic Design

For students in the introductory course in database who want to learn how to design rather than just manipulate relational databases. The book that balances database theory, business problem solving, and hands-on-practice. This book prepares student for the workplace without sacrificing rigorous academic theory.

Beginning EJB 3

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For programmers who prefer content to frills, this guide has succinct and straightforward information for putting Access to its full, individually tailored use.

Beginning T-SQL with Microsoft SQL Server 2005 and 2008

A guide for entry-level Paradox users--covering version 3.5, 4.0, and Windows. Contains a set of easy-to-follow guidelines for each phase in the database design process, providing specific suggestions for creating systems that meet a wide variety of business needs and hardware environments.

Welding Design & Fabrication

The high-level language of R is recognized as one of the most powerful and flexible statistical software environments, and is rapidly becoming the standard setting for quantitative analysis, statistics and graphics. R provides free access to unrivalled coverage and cutting-edge applications, enabling the user to apply numerous statistical methods ranging from simple regression to time series or multivariate analysis. Building on the success of the author's bestselling *Statistics: An Introduction using R*, *The R Book* is packed with worked examples, providing an all inclusive guide to R, ideal for novice and more accomplished users alike. The book assumes no background in statistics or computing and introduces the advantages of the R environment, detailing its applications in a wide range of disciplines. Provides the first comprehensive reference manual for the R

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language, including practical guidance and full coverage of the graphics facilities. Introduces all the statistical models covered by R, beginning with simple classical tests such as chi-square and t-test. Proceeds to examine more advance methods, from regression and analysis of variance, through to generalized linear models, generalized mixed models, time series, spatial statistics, multivariate statistics and much more. The R Book is aimed at undergraduates, postgraduates and professionals in science, engineering and medicine. It is also ideal for students and professionals in statistics, economics, geography and the social sciences.

Designing Clinical Research

Discrete optimization problems are everywhere, from traditional operations research planning (scheduling, facility location and network design); to computer science databases; to advertising issues in viral marketing. Yet most such problems are NP-hard; unless $P = NP$, there are no efficient algorithms to find optimal solutions. This book shows how to design approximation algorithms: efficient algorithms that find provably near-optimal solutions. The book is organized around central algorithmic techniques for designing approximation algorithms, including greedy and local search algorithms, dynamic programming, linear and semidefinite programming, and randomization. Each chapter in the first section is devoted to a single algorithmic technique applied to several different problems, with more sophisticated treatment in the second section. The book also covers

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methods for proving that optimization problems are hard to approximate. Designed as a textbook for graduate-level algorithm courses, it will also serve as a reference for researchers interested in the heuristic solution of discrete optimization problems.

Designing Data-Intensive Applications

Data is at the center of many challenges in system design today. Difficult issues need to be figured out, such as scalability, consistency, reliability, efficiency, and maintainability. In addition, we have an overwhelming variety of tools, including relational databases, NoSQL datastores, stream or batch processors, and message brokers. What are the right choices for your application? How do you make sense of all these buzzwords? In this practical and comprehensive guide, author Martin Kleppmann helps you navigate this diverse landscape by examining the pros and cons of various technologies for processing and storing data. Software keeps changing, but the fundamental principles remain the same. With this book, software engineers and architects will learn how to apply those ideas in practice, and how to make full use of data in modern applications. Peer under the hood of the systems you already use, and learn how to use and operate them more effectively Make informed decisions by identifying the strengths and weaknesses of different tools Navigate the trade-offs around consistency, scalability, fault tolerance, and complexity Understand the distributed systems research upon which modern databases are built Peek behind the scenes of major online services, and learn

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from their architectures

The Paradox Relational Database Advisor

Learn effective and scalable database design techniques in a SQL Server 2016 and higher environment. This book is revised to cover in-memory online transaction processing, temporal data storage, row-level security, durability enhancements, and other design-related features that are new or changed in SQL Server 2016. Designing an effective and scalable database using SQL Server is a task requiring skills that have been around for forty years coupled with technology that is constantly changing. Pro SQL Server Relational Database Design and Implementation covers everything from design logic that business users will understand, all the way to the physical implementation of design in a SQL Server database. Grounded in best practices and a solid understanding of the underlying theory, Louis Davidson shows how to "get it right" in SQL Server database design and lay a solid groundwork for the future use of valuable business data. The pace of change in relational database management systems has been tremendous these past few years. Whereas in the past it was enough to think about optimizing data residing on spinning hard drives, today one also must consider solid-state storage as well as data that are constantly held in memory and never written to disk at all except as a backup. Furthermore, there is a trend toward hybrid cloud and on-premise database configurations as well a move toward preconfigured appliances. Pro SQL Server Relational Database

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Design and Implementation guides in the understanding of these massive changes and in their application toward sound database design. Gives a solid foundation in best practices and relational theory Covers the latest implementation features in SQL Server 2016 Helps you master in-memory OLTP and use it effectively Takes you from conceptual design to an effective, physical implementation What You Will Learn Develop conceptual models of client data using interviews and client documentation Recognize and apply common database design patterns Normalize data models to enhance scalability and the long term use of valuable data Translate conceptual models into high-performing SQL Server databases Secure and protect data integrity as part of meeting regulatory requirements Create effective indexing to speed query performance Who This Book Is For Programmers and database administrators of all types who want to use SQL Server to store data. The book is especially useful to those wanting to learn the very latest design features in SQL Server 2016, features that include an improved approach to in-memory OLTP, durability enhancements, temporal data support, and more. Chapters on fundamental concepts, the language of database modeling, SQL implementation, and of course, the normalization process, lay a solid groundwork for readers who are just entering the field of database design. More advanced chapters serve the seasoned veteran by tackling the very latest in physical implementation features that SQL Server has to offer. The book has been carefully revised to cover all the design-related features that are new in SQL Server 2016.

A Wrinkle in Time

A hands-on account of the design, implementation, and performance of Project Athena. Based on thousands of pages of reports and the author's own experience, this important book lets you in on the design, implementation, and performance of Project Athena - now a production system of networked workstations that is replacing time-sharing (which MIT also pioneered) as the preferred model of computing at MIT. The book is organized in four parts, covering management, pedagogy, technology, and administration. Appendixes describe deployment of Project Athena systems at five other schools, provide guidelines for installation, and recommend end-user policies.

Beginning Software Engineering

Relational Databases and Knowledge Bases is written from a systems-implementation point of view. No previous knowledge of relational data base technology is needed; the text follows a natural progression from introductory matter, such as file systems to more advanced topics, such as deductive databases. The inclusion of knowledge bases recognizes recent developments in artificial intelligence and expert systems.

The R Book

Bill Karwin has helped thousands of people write better SQL and build stronger relational databases.

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Now he's sharing his collection of antipatterns--the most common errors he's identified in those thousands of requests for help. Most developers aren't SQL experts, and most of the SQL that gets used is inefficient, hard to maintain, and sometimes just plain wrong. This book shows you all the common mistakes, and then leads you through the best fixes. What's more, it shows you what's behind these fixes, so you'll learn a lot about relational databases along the way.

MIT Project Athena

Beginning Java 7

With the aim of simplifying relational database modeling, Database Modeling Step-by-Step presents the standard approach to database normalization and then adds its own approach, which is a more simplistic, intuitive way to building relational database models. Going from basics to contemporary topics, the book opens with relational data modeling and ends with BigData database modeling following a road map of the evolution in relational modeling and including brief introductions to data warehousing and BigData modeling. A break-down of the elements of a model explains what makes up a relational data model. This is followed by a comparison between standard normalization and a more simplistic intuitive approach to data modeling that a beginner can follow and understand. A brief chapter explains how to use the database programming language SQL (Structured

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Query Language), which reads from and writes to a relational database. SQL is fundamental to data modeling because it helps in understanding how the model is used. In addition to the relational model, the last three chapters cover important modern world topics including denormalization that leads into data warehouses and BigData database modeling. The book explains how there is not much to logical data modeling in BigData databases because as they are often schema-less, which means that BigData databases do not have schemas embedded into the database itself, they have no metadata and thus not much of a logical data model. Online bonus chapters include a case study that covers relational data modeling and are available at the author's web site: www.oracletroubleshooter.com/datamodeling.html

Professional Microsoft SQL Server 2008 Integration Services

The Information System Consultant's Handbook familiarizes systems analysts, systems designers, and information systems consultants with underlying principles, specific documentation, and methodologies. Corresponding to the primary stages in the systems development life cycle, the book divides into eight sections: Principles Information Gathering and Problem Definition Project Planning and Project Management Systems Analysis Identifying Alternatives Component Design Testing and Implementation Operation and Maintenance Eighty-two chapters comprise the book, and each chapter covers a single tool, technique, set of principles, or

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methodology. The clear, concise narrative, supplemented with numerous illustrations and diagrams, makes the material accessible for readers - effectively outlining new and unfamiliar analysis and design topics.

Python Machine Learning for Beginners

Designing Clinical Research sets the standard for providing a practical guide to planning, tabulating, formulating, and implementing clinical research, with an easy-to-read, uncomplicated presentation. This edition incorporates current research methodology—including molecular and genetic clinical research—and offers an updated syllabus for conducting a clinical research workshop. Emphasis is on common sense as the main ingredient of good science. The book explains how to choose well-focused research questions and details the steps through all the elements of study design, data collection, quality assurance, and basic grant-writing. All chapters have been thoroughly revised, updated, and made more user-friendly.

Service Design Patterns

Java Enterprise Edition (Java EE) continues to be one of the leading Java technologies and platforms. Beginning Java EE 7 is the first tutorial book on Java EE 7. Step by step and easy to follow, this book describes many of the Java EE 7 specifications and reference implementations, and shows them in action using practical examples. This definitive book also

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uses the newest version of GlassFish to deploy and administer the code examples. Written by an expert member of the Java EE specification request and review board in the Java Community Process (JCP), this book contains the best information possible, from an expert's perspective on enterprise Java technologies. What you'll learn Get started with the latest version of the Java EE Platform. Explore and use the EJB and JPA APIs from entities to session beans to message driven beans, and more. Discover web tier development APIs including JSF, Facelets and Expression Language. Uncover SOAP web services, RESTful web services, and more available in this latest Java EE. Create dynamic user interfaces for your enterprise and transactional Java applications. Who this book is for This book is for Java or Spring programmers with some experience and those new to Java EE platform. Architects will also find information about how to layer their Java EE applications. Table of Contents Java EE 7 Environment Context and Dependency Injection Bean Validation Java Persistence API Object-Relational Mapping Managing Persistent Object Enterprise Java Beans Callbacks, Timer Service, and Authorization Interceptors and Transactions JavaServer Faces Processing and Navigation XML and JSON Messaging SOAP Web Services RESTful Web Service

The Design of Approximation Algorithms

The new edition of the successful previous version is 25 percent revised and packed with more than 200 pages of new material on the 2008 release of SQL

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Server Integration Services (SSIS) Renowned author Brian Knight and his expert coauthors show developers how to master the 2008 release of SSIS, which is both more powerful and more complex than ever. Case studies and tutorial examples acquired over the three years since the previous edition will contribute to helping illustrate advanced concepts and techniques. New chapters include coverage of data warehousing using SSIS, new methods for managing the SSIS platform, and improved techniques for ETL operations.

Database Modeling Step by Step

"This book highlights innovative technologies used for the design and implementation of advanced e-commerce systems facilitating digital rights management and protection"--Provided by publisher.

Beginning Database Design

Computer Design

A complete introduction to building robust and reliable software. Beginning Software Engineering demystifies the software engineering methodologies and techniques that professional developers use to design and build robust, efficient, and consistently reliable software. Free of jargon and assuming no previous programming, development, or management experience, this accessible guide explains important concepts and techniques that can be applied to any

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programming language. Each chapter ends with exercises that let you test your understanding and help you elaborate on the chapter's main concepts. Everything you need to understand waterfall, Sashimi, agile, RAD, Scrum, Kanban, Extreme Programming, and many other development models is inside! Describes in plain English what software engineering is Explains the roles and responsibilities of team members working on a software engineering project Outlines key phases that any software engineering effort must handle to produce applications that are powerful and dependable Details the most popular software development methodologies and explains the different ways they handle critical development tasks Incorporates exercises that expand upon each chapter's main ideas Includes an extensive glossary of software engineering terms

Beginning MySQL Database Design and Optimization

From the #1 source for computing information, trusted by more than six million readers worldwide.

White Space Is Not Your Enemy

A complete practitioner's catalog of proven domain services design solutions that can help any organization leverage SOA's full benefits * *Provides a vocabulary of proven SOA design solutions, with concrete examples and code that is easy for architects to adapt and implement. *By Rob Daigneau, one of the industry's leading experts in

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complex systems integration. *Helps architects and IT leaders accurately set stakeholder expectations for major SOA initiatives. Service-oriented architectures are typically called upon to deliver two general categories of services: enterprise services and domain services. Enterprise services are essentially composite services that typically leverage technologies such as message-oriented middleware. Domain services are the building blocks these composites depend upon. Each service category is best served by a distinct set of design solutions. This is the first book to systematically identify and explain best practice patterns for domain services. Rob Daigneau expands upon the Service Layer concept (covered expertly by Fowler in Patterns of Enterprise Application Architecture) domain services can be used with Enterprise Integration Patterns (made famous by Hohpe and Woolf). Daigneau begins by reviewing SOA concepts, illuminating the distinctions between enterprise and domain services, and identifying key relationships between domain services and other pattern groups. Next, he introduces each essential pattern for creating and delivering domain services, providing a vocabulary of design solutions that architects and other IT professionals can implement by referencing and adapting the concrete examples he supplies.

End-User Development

Object-oriented database management systems are growing in popularity, thanks to changing corporate needs and the emergence of several viable products.

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However, while most database professionals have had at least some exposure to the basic concepts of object-oriented programming, information relating specifically to object-oriented databases has remained hard to come by. Object-Oriented Database Design Clearly Explained remedies this, providing developers and administrators with a ground-up understanding of the logical design of object-oriented databases. Focusing on the principles of the object paradigm while noting the particularities of specific products, this book will give readers the know-how required to produce effective designs in any environment. Key Features * Equips the reader with a sound understanding of the object paradigm and all key concepts, illustrating its points with three in-depth case * Presents product- and platform-neutral guidelines and advice, teaching readers the underlying object-oriented design principles they will need to apply regardless of the specific technology adopted * Details today's OODBMS standards and the variety of approaches taken by current products * Serves as a companion volume to Relational Database Design Clearly Explained, providing parallel examples that help to clarify relational and object-oriented data models

Beginning Java EE 7

Are you interested to get into the programming world? Do you want to learn and understand Python and Machine Learning? Python Machine Learning for Beginners is the guide for you. Python Machine Learning for Beginners is the ultimate guide for

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beginners looking to learn and understand how Python programming works. Python Machine Learning for Beginners is split up into easy to learn chapters that will help guide the readers through the early stages of Python programming. It's this thought out and systematic approach to learning which makes Python Machine Learning for Beginners such a sought-after resource for those that want to learn about Python programming and about Machine Learning using an object-oriented programming approach. Inside Python Machine Learning for Beginners you will discover: An introduction to Machine Learning The main concepts of Machine Learning The basics of Python for beginners Machine Learning with Python Data Processing, Analysis, and Visualizations Case studies and much more! Throughout the book, you will learn the basic concepts behind Python programming which is designed to introduce you to Python programming. You will learn about getting started, the keywords and statements, data types and type conversion. Along with different examples, there are also exercises to help ensure that the information sinks in. You will find this book an invaluable tool for starting and mastering Machine Learning using Python. Once you complete Python Machine Learning for Beginners, you will be more than prepared to take on any Python programming. Scroll back up to the top of this page and hit BUY IT NOW to get your copy of Python Machine Learning for Beginners! You won't regret it!

Journal of Ship Production

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Beginning Java 7 guides you through version 7 of the Java language and a wide assortment of platform APIs. New Java 7 language features that are discussed include switch-on-string and try-with-resources. APIs that are discussed include Threading, the Collections Framework, the Concurrency Utilities, Swing, Java 2D, networking, JDBC, SAX, DOM, StAX, XPath, JAX-WS, and SAAJ. This book also presents an introduction to Android app development so that you can apply some of its knowledge to the exciting world of Android app development. This book presents the following table of contents: Chapter 1 introduces you to Java and begins to cover the Java language by focusing on fundamental concepts such as comments, identifiers, variables, expressions, and statements. Chapter 2 continues to explore this language by presenting all of its features for working with classes and objects. You learn about features related to class declaration and object creation, encapsulation, information hiding, inheritance, polymorphism, interfaces, and garbage collection. Chapter 3 focuses on the more advanced language features related to nested classes, packages, static imports, exceptions, assertions, annotations, generics, and enums. Additional chapters introduce you to the few features not covered in Chapters 1 through 3. Chapter 4 largely moves away from covering language features (although it does introduce class literals and strictfp) while focusing on language-oriented APIs. You learn about Math, StrictMath, Package, Primitive Type Wrapper Classes, Reference, Reflection, String, StringBuffer and StringBuilder, Threading, BigDecimal, and BigInteger in this chapter. Chapter 5 begins to explore Java's utility APIs by focusing largely

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on the Collections Framework. However, it also discusses legacy collection-oriented APIs and how to create your own collections. Chapter 6 continues to focus on utility APIs by presenting the concurrency utilities along with the Objects and Random classes. Chapter 7 moves you away from the command-line user interfaces that appear in previous chapters and toward graphical user interfaces. You first learn about the Abstract Window Toolkit foundation, and then explore the Java Foundation Classes in terms of Swing and Java 2D. Appendix C explores Accessibility and Drag and Drop. Chapter 8 explores filesystem-oriented I/O in terms of the File, RandomAccessFile, stream, and writer/reader classes. Chapter 9 introduces you to Java's network APIs (e.g., sockets). It also introduces you to the JDBC API for interacting with databases along with the Java DB database product. Chapter 10 dives into Java's XML support by first presenting an introduction to XML (including DTDs and schemas). It next explores the SAX, DOM, StAX, XPath, and XSLT APIs. It even briefly touches on the Validation API. While exploring XPath, you encounter namespace contexts, extension functions and function resolvers, and variables and variable resolvers. Chapter 11 introduces you to Java's support for SOAP-based and RESTful web services. As well as providing you with the basics of these web service categories, Chapter 11 presents some advanced topics, such as working with the SAAJ API to communicate with a SOAP-based web service without having to rely on JAX-WS. You will appreciate having learned about XML in Chapter 10 before diving into this chapter. Chapter 12 helps you put to use some of the knowledge you've gathered in previous chapters

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by showing you how to use Java to write an Android app's source code. This chapter introduces you to Android, discusses its architecture, shows you how to install necessary tools, and develops a simple app. Appendix A presents the solutions to the programming exercises that appear near the end of Chapters 1 through 12. Appendix B introduces you to Java's Scripting API along with Java 7's support for dynamically typed languages. Appendix C introduces you to additional APIs and architecture topics. Examples include Accessibility, classloaders, Console, Drag and Drop, Java Native Interface, and System Tray. Appendix D presents a gallery of significant applications that demonstrate various aspects of Java. Unfortunately, there are limits to how much knowledge can be crammed into a print book. For this reason, Appendixes A, B, C, and D are not included in this book's pages. Instead, these appendixes are freely distributed as PDF files. Appendixes A and B are bundled with the book's associated code file at the Apress website (<http://www.apress.com/9781430239093>). Appendixes C and D are bundled with their respective code files at my TutorTutor.ca website (<http://tutortutor.ca/cgi-bin/makepage.cgi?/books/bj7>).

Real-Time Systems

Access Database Design & Programming

Practical SQL is a pragmatic guide to analysing data sets using SQL, the programming language that

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powers the world's most popular database applications. The book focuses on finding the story that a data set tells and discovering the information in data sets, using the PostgreSQL database as its primary tool. Practical SQL is ideal for those who need a tool to find meaning in data: A marketing department staffer analysing the results of a customer survey; a student analysing a data set as part of a research project; even a journalist building a data set to investigate a government agency.

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