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This updated bestseller provides an introduction to programming interactive computer graphics, with an emphasis on game development using DirectX 12. The book is divided into three main parts: basic mathematical tools, fundamental tasks in Direct3D, and techniques and special effects. It shows how to use new Direct12 features such as command lists, pipeline state objects, descriptor heaps and tables, and explicit resource management to reduce CPU overhead and increase scalability across multiple CPU cores. The book covers modern special effects and techniques such as hardware tessellation, writing compute shaders, ambient occlusion, reflections, normal and displacement mapping, shadow rendering, and character animation. Includes a companion DVD with code and figures. eBook Customers: Companion files are available for downloading with order number/proof of purchase by writing to the publisher at info@merclearning.com. FEATURES:

- Provides an introduction to programming interactive computer graphics, with an emphasis on game development using DirectX 12
- Uses new Direct3D 12 features to reduce CPU overhead and take advantage of multiple CPU cores
- Contains detailed explanations of popular real-time game effects
- Includes a DVD with source code and all the images (including 4-color) from the book
- Learn advance rendering techniques such as ambient occlusion, real-time reflections, normal and displacement mapping, shadow rendering, programming the geometry shader, and character

animation • Covers a mathematics review and 3D rendering fundamentals such as lighting, texturing, blending and stenciling • Use the end-of-chapter exercises to test understanding and provide experience with DirectX 12 API is technology and digital product used for artificial intelligence, platform economy, and internet. It has the capability to change business models dramatically. APIs (application programming interfaces) are becoming a major competitive factor for companies. This book takes on the fundamental questions of API Economy and approaches the subject pragmatically and clearly without technical jargon. The book clarifies the birth and shape of the API Economy with numerous practical examples. This is the first API Economy book based on scientific references. Originally this popular book was written in Finnish. It is a great start for students and advanced professionals alike. After reading this book, you will understand what it is all about and how to move forward and grow your business with APIs. The authors are leading Finnish API-experts with an abundance of experience from API and platform economy as authors, researchers, and lecturers and consultants. Be the first to understand .NET 4.0 and Visual Basic 2010. Pro VB 2010 and the .NET 4.0 Platform provides developers with a complete guide to the new technology, explaining the importance of all the key VB 2010 language features. This edition has been comprehensively revised and rewritten to make it accurately reflect the VB 10 language specification for the .NET 4.0 platform. You'll find new chapters covering the important concepts of dynamic lookups, named and optional arguments, Parallel LINQ (PLINQ), improved COM interop, and variance for generics. The first edition of this book was released at the 2001 Tech-Ed conference in Atlanta, Georgia. At that time, the .NET platform was still a beta product, and in many ways, so was this book. This is not to say that the early editions of this text did not have merit—after all, the book was a 2002 Jolt Award finalist and it won the 2003 Referenceware Excellence Award. However,

over the years that author Andrew Troelsen spent working with the common language runtime (CLR), he gained a much deeper understanding of the .NET platform and the subtleties of the VB programming language, and he feels that this sixth edition of the book is as close to a “final release” as he’s come yet! If you’re checking out this book for the first time, do understand that it’s targeted at experienced software professionals and/or graduate students of computer science (so don’t expect three chapters on iteration or decision constructs!). The mission of this text is to provide you with a rock-solid foundation in the VB programming language and the core aspects of the .NET platform (assemblies, remoting, Windows Forms, Web Forms, ADO.NET, XML web services, etc.). Once you digest the information presented in these 25 chapters, you’ll be in a perfect position to apply this knowledge to your specific programming assignments and explore the .NET universe on your own terms. This book is your most complete source for in-depth information about Microsoft Operations Manager 2005! Microsoft Operations Manager 2005 Unleashed provides a comprehensive guide to Microsoft Operations Manager (MOM) 2005. MOM is a tool that helps implement operations management, but it is not a piece of software that you can simply install and instantly have working. This book provides reference material that will guide you through the steps to design, deploy, and configure MOM within your environment. You learn how to tune your MOM environment and tackle common challenges, such as managing your Microsoft operating systems, directory services, messaging platforms, and databases. Inside you will find comprehensive information on how to develop your own reports and management packs for your MOM environment as well as practical real-world examples, based on hands-on MOM experience.

- Plan your MOM deployment
- Architect MOM for performance, redundancy, and security
- Install or upgrade to MOM 2005
- Back up important MOM components
- Implement, troubleshoot, deploy, and manage management packs

Work with rules and tune them · Manage different aspects of your environment, including the Windows operating system, directory services, Exchange email, and SQL Server · Extend MOM using connectors and third-party management packs · Develop management packs, reports, and scripts · Prepare for the next version of Operations Manager CD-ROM includes · Microsoft's MOM 2005 Resource Kit and MOM 2005 Sizer · MOM Agent Monitor · Management packs and scripts written or customized for this book · Live Links—more than 100 (clickable) hypertext links and references to materials and sites related to Operations Manager Contents About the Authors xxi Acknowledgments xxiii Introduction 1 Part I Operations Management Overview and Concepts Chapter 1 Operations Management Basics 7 Chapter 2 What's New 41 Chapter 3 How Does It Work? 57 Part II Planning and Installation Chapter 4 Planning Your MOM Deployment 99 Chapter 5 Planning Complex Configurations 151 Chapter 6 Installing MOM 2005 173 Chapter 7 Upgrading to MOM 2005 211 Part III Deploying MOM Chapter 8 Post-Installation Tasks 237 Chapter 9 Installing and Configuring Agents 267 Chapter 10 Complex and High Performance Configurations 297 Chapter 11 Securing MOM 329 Part IV Administering MOM Chapter 12 Backup and Recovery 365 Chapter 13 Administering Management Packs 395 Chapter 14 Monitoring with MOM 423 Part V Managing with MOM Chapter 15 Managing the Operating System 487 Chapter 16 Managing Directory Services 527 Chapter 17 Managing Microsoft Messaging 565 Chapter 18 Database Management 595 Part VI Moving Beyond MOM 2005 Chapter 19 Interoperability 625 Chapter 20 Developing Management Packs 661 Chapter 21 Using and Developing Reports 719 Chapter 22 Using and Developing Scripts 777 Chapter 23 Touring Operations Manager 2007 825 Part VII Appendixes Appendix A MOM Internals 865 Appendix B Registry Settings 887 Appendix C Performance Counters 895 Appendix D Database Views 901 Appendix E Reference URLs 907 Appendix F On the CD 917

Index 919 Summary Android in Action, Third Edition is a comprehensive tutorial for Android developers. This fast-paced book puts you in the driver's seat -- you'll master the SDK, build WebKit apps using HTML 5, and even learn to extend or replace Android's built-in features by building useful and intriguing examples. About the Technology When it comes to mobile apps, Android can do almost anything, and with this book, so can you! Android, Google's popular mobile operating system and SDK for tablets and smart phones, is the broadest mobile platform available. It is Java-based, HTML5-aware, and loaded with the features today's mobile users demand. About this Book Android in Action, Third Edition takes you far beyond "Hello Android." You'll master the SDK, build WebKit apps using HTML 5, and even learn to extend or replace Android's built-in features. You'll find interesting examples on every page as you explore cross-platform graphics with RenderScript, the updated notification system, and the Native Development Kit. This book also introduces important tablet concepts like drag-and-drop, fragments, and the Action Bar, all new in Android 3. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside Covers Android 3.x SDK and WebKit development from the ground up Driving a robot with Bluetooth and sensors Image processing with Native C code This book is written for hobbyists and developers. A background in Java is helpful. No prior experience with Android is assumed. ===== Table of Contents PART 1 WHAT IS ANDROID? THE BIG PICTURE Introducing Android Android's development environment PART 2 EXERCISING THE ANDROID SDK User interfaces Intents and Services Storing and retrieving data Networking and web services Telephony Notifications and alarms Graphics and animation Multimedia 1Location, location, location PART 3 ANDROID APPLICATIONS Putting Android to work in a field service application Building Android applications

in C PART 4 THE MATURING PLATFORM Bluetooth and sensors Integration Android web development AppWidgets Localization Android Native Development Kit Activity fragments Android 3.0 action bar Drag-and-drop This book is a comprehensive tutorial that is logically organized, up-to-date, and includes coverage of the most popular wireless programming language, WML. Readers create a working application, developing examples that build from one chapter to the next. With each chapter readers are learning, practicing, and building on required skills necessary not only for wireless development, but also programming in general. By the end of the book, readers will have created a wireless database application that allows them to view, enter, and delete information. The book provides a usable reference of summaries on all languages discussed within the book, as well as a comparison of the wireless devices, and different development tools on the market today. Chris Tull writes tutorials and technical articles each week for AnywhereYouGo.com to help developers further their expertise in creating wireless applications. An application consultant and freelance writer, his writing has appeared in numerous publications, including Texas Technology, inquiry.com, and Managing Automation. He is also an active member of the STC (Society of Technical Communication). Chris has been involved in emerging technologies since mid-1990. Early in his career, he worked at Caver-Morehead Systems, where he was responsible for the integration of DBMS systems for companies such as Hewlett-Packard, EDS, and Texas Instruments. He also produced technical documentation for the company. Designing Audio Effect Plugins in C++ presents everything you need to know about digital signal processing in an accessible way. Not just another theory-heavy digital signal processing book, nor another dull build-a-generic-database programming book, this book includes fully worked, downloadable code for dozens of professional audio effect plugins and practically presented algorithms. Sections include the basics of audio signal processing,

the anatomy of a plugin, AAX, AU and VST3 programming guides; implementation details; and actual projects and code. More than 50 fully coded C++ audio signal-processing objects are included. Start with an intuitive and practical introduction to the digital signal processing (DSP) theory behind audio plug-ins, and quickly move on to plugin implementation, gain knowledge of algorithms on classical, virtual analog, and wave digital filters, delay, reverb, modulated effects, dynamics processing, pitch shifting, nonlinear processing, sample rate conversion and more. You will then be ready to design and implement your own unique plugins on any platform and within almost any host program. This new edition is fully updated and improved and presents a plugin core that allows readers to move freely between application programming interfaces and platforms. Readers are expected to have some knowledge of C++ and high school math. Since Android's earliest releases, Android Wireless Application Development has earned a reputation as the most useful real-world guide for everyone who wants to build robust, commercial-grade Android apps. Now, authors Lauren Darcey and Shane Conder have systematically revised and updated this guide for the brand new version 4 of the Android SDK. To accommodate extensive new coverage, they've also split the book into two volumes. Volume I covers all the essentials of modern Android development, offering expert insights for the entire app development lifecycle, from concept to market. Darcey and Conder go beyond Android's core features, covering many of the SDK's most interesting and powerful features, from LiveFolders to wallpaper customization. XML Programming Using the Microsoft XML Parser is written for programmers interested in XML development using Microsoft technologies. Coupling valuable discussion of the Microsoft XML parser, Windows platform, and XML development software with the numerous core XML technologies, including XSLT, XPATH, SAX, DOM, XML Schema, and SOAP, this book steps beyond the mainstream focus on the theoretical aspects of XML and actually

demonstrates the concepts in a real-world development environment. Veteran authors and trainers Soo Mee Foo and Wei Meng Lee intersperse this survey of XML technologies with discussion of topics sure to interest any budding XML developer, providing timely information regarding Web services, ActiveX Data Objects (ADO), and Microsoft SQL Server 2000 XML support. A chapter is also devoted to the Wireless Markup Language (WML), one of the most visible applications of XML technology. No question, XML is one of the rising stars in information technology. XML Programming Using the Microsoft XML Parser offers you what you need to know to get acquainted with the concepts necessary to begin development with this exciting technology. The Android Developer's Collection includes two highly successful Android application development eBooks: "The Android Developer's Cookbook: Building Applications with the Android SDK" "Android Wireless Application Development," Second Edition This collection is an indispensable resource for every member of the Android development team: software developers with all levels of mobile experience, team leaders and project managers, testers and QA specialists, software architects, and even marketers. Completely up-to-date to reflect the newest and most widely used Android SDKs, "The Android Developer's Cookbook" is the essential resource for developers building apps for any Android device, from phones to tablets. Proven, modular recipes take you from the absolute basics to advanced location-based services, security techniques, and performance optimization. You'll learn how to write apps from scratch, ensure interoperability, choose the best solutions for common problems, and avoid development pitfalls. "Android Wireless Application Development," Second Edition, delivers all the up-to-date information, tested code, and best practices you need to create and market successful mobile apps with the latest versions of Android. Drawing on their extensive experience with mobile and wireless development, Lauren Darcey and Shane Conder cover every

step: concept, design, coding, testing, packaging, and delivery. Every chapter of this edition has been updated for the newest Android SDKs, tools, utilities, and hardware. All sample code has been overhauled and tested on leading devices from multiple companies, including HTC, Motorola, and ARCHOS. Many new examples have been added, including complete new applications. In this collection, coverage includes Implementing threads, services, receivers, and other background tasks Providing user alerts Organizing user interface layouts and views Managing user-initiated events such as touches and gestures Recording and playing audio and video Using hardware APIs available on Android devices Interacting with other devices via SMS, Web browsing, and social networking Storing data efficiently with SQLite and its alternatives Accessing location data via GPS Using location-related services such as the Google Maps API Building faster applications with native code Providing backup and restore with the Android Backup Manager Testing and debugging apps throughout the development cycle Using Web APIs, using the Android NDK, extending application reach, managing users, synchronizing data, managing backups, and handling advanced user input Editing Android manifest files, registering content providers, and designing and testing apps Working with Bluetooth, voice recognition, App Widgets, live folders, live wallpapers, and global search Programming 3D graphics with OpenGL ES 2.0 "Full color; sample code provided on enclosed CD"--Cover. Object-Oriented Programming With Java Was Developed For Students In The Science, Engineering, And Business Fields Where Knowledge Of Programming Is Thought To Be Essential. This Text, On Modern Software Development, Contains Material That Is Typically Covered In A CS1 Course. In Addition To Traditional Introductory Programming Concepts, Object-Oriented Concepts And Techniques Such As Inheritance And Polymorphism Are Presented In A Student-Friendly Manner. Java-Related Topics Such As Exception Handling And The Java I/O Models Are Carefully

Treated, And An Entire Chapter Is Devoted To Java Applets. C# Primer Plus teaches the C# programming language and relevant parts of the .NET platform from the ground up, walking you through the basics of object-oriented programming, important programming techniques and problem solving while providing a thorough coverage of C#'s essential elements - such as classes, objects, data types, loops, branching statements, arrays, and namespaces. In early chapters guided tours take you sightseeing to the main attractions of C# and provide a fast learning-path that enables you to quickly write simple C# programs. Your initial programming skills are then gradually expanded, through the many examples, case studies, illustrations, review questions and programming exercises, to include powerful concepts - like inheritance, polymorphism, interfaces and exception handling, along with C#'s most innovative features - such as properties, indexers, delegates and events. With C# Primer Plus's dual emphasis on C# as well as fundamental programming techniques, this friendly tutorial will soon make you a proficient C# programmer building Windows applications on the .NET platform. This updated bestseller provides an introduction to programming interactive computer graphics, with an emphasis on game development using DirectX 11. The book is divided into three main parts: basic mathematical tools, fundamental tasks in Direct3D, and techniques and special effects. It includes new Direct3D 11 features such as hardware tessellation, the compute shader, dynamic shader linkage and covers advanced rendering techniques such as screen-space ambient occlusion, level-of-detail handling, cascading shadow maps, volume rendering, and character animation. Includes a companion CD-ROM with code and figures. eBook Customers: Companion files are available for downloading with order number/proof of purchase by writing to the publisher at info@merclearning.com. A practical introduction to programming in Perl utilizing the rich capabilities of Perl and the services provided by .NET.

Revised edition of first part of: Android wireless application development / Shane Conder, Lauren Darcey. c2010. Pro Android Python with SL4A is for programmers and hobbyists who want to write apps for Android devices without having to learn Java first. Paul Ferrill leads you from installing the Scripting Layer for Android (SL4A) to writing small scripts, to more complicated and interesting projects, and finally to uploading and packaging your programs to an Android device. Android runs scripts in many scripting languages, but Python, Lua, and Beanshell are particularly popular. Most programmers know more than one programming language, so that they have the best tool for whatever task they want to accomplish. Pro Android Python with SL4A explores the world of Android scripting by introducing you to the most important open-source programming languages that are available on Android-based hardware. Pro Android Python with SL4A starts by exploring the Android software development kit and then shows you how to set up an Eclipse-based Android development environment. You then approach the world of Android programming by using Beanshell, which runs on the Dalvik, and learning how to write small programs to administer an Android device. Next, discover how Lua, a lightweight language perfectly suited for scripting on smaller devices, can work with Android. Lua can be used for small but important tasks, like SMS encryption and synchronizing photos with flickr. Last, but certainly not least, you will discover the world of Python scripting for SL4A, and the power contained within the full range of Python modules that can combine with the Android SDK. You'll learn to write small location-aware apps to get you started, but by the end of this book, you'll find yourself writing fully GUI-fied applications running on the Android desktop! Pro Android Python with SL4A is rounded out with a chapter on distributing and packaging scripts, a skill that you'll find very useful as you reach out to a wider audience with your programs. Introduction to 3D Game Programming with DirectX 10 provides an introduction to programming

interactive computer graphics, with an emphasis on game development, using DirectX 10. The book is divided into three main parts. Part I explores basic mathematical tools, Part II shows how to implement fundamental tasks in Direct3D, and Part III demonstrates a variety of techniques and special effects. The topic of *The Complete Effect and HLSL Guide* is shader development and management, and therefore it is written for any developers who have some interest in being efficient at using and integrating shaders within their applications. This book is written to serve as both a teaching and reference manual, making it a must-have to everybody from hobbyist programmers to professional developers. The approach taken throughout *The Complete Effect and HLSL Guide* makes it the perfect book for anyone who wants to integrate shaders into their application and take advantage of the power of the DirectX effect framework and the HLSL shading language. The following topics are covered:

- * Introduction to both the HLSL shading language and effect file development including their detailed syntax and use.
- * Complete reference along with performance considerations to every HLSL and assembly shader instructions.
- Introduction the DirectX Effect Framework and complete overview to its API.
- * Optimization tips and tricks to make the best out of your shaders.
- * Coverage of all the main components of the Effect Framework in addition to putting the pieces of the puzzle together allowing you to develop a shader management framework.

Introduction to 3D Game Programming with DirectX 9.0c: A Shader Approach presents an introduction to programming interactive computer graphics, with an emphasis on game development, using real-time shaders with DirectX 9.0. The book is divided into three parts that explain basic mathematical and 3D concepts, show how to describe 3D worlds and implement fundamental 3D rendering techniques, and demonstrate the application of Direct3D to create a variety of special effects. With this book understand basic mathematical tools used in video game

creation such as vectors, matrices, and transformations; discover how to describe and draw interactive 3D scenes using Direct3D and the D3DX library; learn how to implement lighting, texture mapping, alpha blending, and stenciling using shaders and the high-level shading language (HLSL); explore a variety of techniques for creating special effects, including vertex blending, character animation, terrain rendering, multi-texturing, particle systems, reflections, shadows, and normal mapping; find out how to work with meshes, load and render .X files, program terrain/camera collision detection, and implement 3D object picking; review key ideas, gain programming experience, and explore new topics with the end-of-chapter exercises. This revision of a bestseller will provide critical information on the many changes coming in the new version of Visual Basic. Includes a proven, step-by-step method for learning VB, which is especially helpful as programmers approach the wide variety of powerful features and tools in Visual Basic.NET. Microsoft's introduction of its XML Web platform, .NET Framework, and its C# programming language signal Microsoft's total entry into e-commerce, fundamentally changing the way businesses and people interact over the Internet. Building Web Applications with C# and .NET: A Complete Reference is a comprehensive resource with a sharp focus on how to develop and deploy distributed applications using Microsoft's .NET Framework and C#. Written for C++, Visual Basic, Java, and ASP programmers making the transition to .NET, the text begins by providing the fundamentals of network programming and then expands these basics to demonstrate how to use the concepts and capabilities of .NET for developing distributed applications. Heavily referenced with many exercises, the text provides a clear, detailed exposition on the essential elements of the .NET Framework requisite to distributed programming. Coverage of ASP, C#, ADO Database Access, HTML, XML, WSDL and SOAP, and Web Services make this text the ultimate reference on the .Net Framework.

Numerous examples illustrate the concepts and techniques discussed and the hands-on exercises demonstrate the visual studio development environment. Building Web Applications with C# and .NET: A Complete Reference includes a tutorial on the C# programming language and provides you with the skills and tools that you will need to develop and deploy distributed applications. Describes the key concepts, practices, and processes of System Center Orchestrator 2012, covering such topics as architectural design, installation and implementation, and integration packs. The goal of Visual Basic for Testers is to teach you how to use Visual Basic to increase your level of sophistication as a tester. You'll learn how to use VB to write an automated testing project and what to look for in a well-written VB program. Author Mary Sweeney will help you gain the experience necessary both to use VB to support an automated text project and to text a commercial application written in VB. Since testers often want to move to development tracks, Sweeney also presents information on programming and the issues involved in maintenance and debugging. This is the second in a series of books which introduce their readers in a natural and systematic way to the world of computer programming. This book teaches computer programming with the C# programming language. Pronounced "see sharp", this language is the latest important programming language in the computer world. While studying computer programming with this book, the reader does not necessarily require any previous knowledge about the subject. The basic operating principles of computers are taught before the actual studies of computer programming begin. All the examples of computer programs are written so that the reader encounters a lot of natural-language expressions instead of the traditional abbreviations of the computer world. This approach aims to make learning easier. The pages of the book are designed to maximize readability and understandability. Examples of computer programs are presented in easy-to-read graphical

descriptions. Because the pages of the book are large, example programs can be presented in a more reader-friendly way than in traditional programming books. In addition, pages are written so that the reader does not need to turn them unnecessarily. The electronic material that is available for the readers of this book includes 250 C# computer programs of which 101 are example programs presented on the pages of the book. Almost one hundred programs are provided as solutions to programming exercises. The rest of the programs are extra programs for interested readers. When you study computer programming, you need special programming tools in your personal computer. This book explains how the reader can download free programming tools from the Internet. Alternatively, the reader can work with commercial programming tools. Although this book is designed to be an easy book for beginners in the field of computer programming, it may be useful for more experienced programmers as well. More experienced people might not need to read every paragraph of the body text. Instead, they could proceed more quickly and concentrate on the example programs which are explained with special text bubbles. The book has a 14-page index which should help people to find information about certain features of the C# language. This book includes a selection of papers from the 2018 World Conference on Information Systems and Technologies (WorldCIST'18), held in Naples, Italy on March 27-29, 2018. WorldCIST is a global forum for researchers and practitioners to present and discuss recent results and innovations, current trends, professional experiences and the challenges of modern information systems and technologies research together with their technological development and applications. The main topics covered are: A) Information and Knowledge Management; B) Organizational Models and Information Systems; C) Software and Systems Modeling; D) Software Systems, Architectures, Applications and Tools; E) Multimedia Systems and Applications; F) Computer Networks, Mobility

and Pervasive Systems; G) Intelligent and Decision Support Systems; H) Big Data Analytics and Applications; I) Human-Computer Interaction; J) Ethics, Computers & Security; K) Health Informatics; L) Information Technologies in Education; M) Information Technologies in Radiocommunications; N) Technologies for Biomedical Applications. PDF--to most of the world it stands for that rather tiresome format used for documents downloaded from the web. Slow to load and slower to print, hopelessly unsearchable, and all but impossible to cut and paste from, the Portable Document Format doesn't inspire much affection in the average user. But PDFs done right is another story. Those who know the ins and outs of this format know that it can be much more than electronic paper. Flexible, compact, interactive, and even searchable, PDF is the ideal way to present content across multiple platforms. PDF Hacks unveils the true promise of Portable Document Format, going way beyond the usual PDF as paged output mechanism. PDF expert Sid Steward draws from his years of analyzing, extending, authoring, and embellishing PDF documents to present 100 clever hacks--tools, tips, quick-and-dirty or not-so-obvious solutions to common problems. PDF Hacks will show you how to create PDF documents that are far more powerful than simple representations of paper pages. The hacks in the book cover the full range of PDF functionality, from the simple to the more complex, including generating, manipulating, annotating, and consuming PDF information. You'll learn how to manage content in PDF, navigate it, and reuse it as necessary. Far more than another guide to Adobe Acrobat, the book covers a variety of readily available tools for generating, deploying, and editing PDF. The little-known tips and tricks in this book are ideal for anyone who works with PDF on a regular basis, including web developers, pre-press users, forms creators, and those who generate PDF for distribution. Whether you want to fine-tune and debug your existing PDF documents or explore the full potential the format offers, PDF

Hacks will turn you into a PDF power user. Build mobile applications for Nokia's S60 phones using the hot Qt GUI tool This vital primer—written by developers involved in the latest release of Qt—is a must for anyone wanting to learn this cutting-edge programming environment. Qt is a multi-platform, C++ GUI toolkit that allows you to develop applications and user interfaces once, then deploy them across many desktop and embedded operating systems, without rewriting the source code. Now being applied to the S60 platform (Nokia's new, uniform UI), Qt promises to save development resources, cut costs, and get you to market faster. This unique guide helps you master this exciting tool with step-by-step instruction from some of the best developers in the S60 field. Find easy-to-access tips, techniques, examples, and much more. Walks you through installation of the Qt developer platform and SDK Explains the basic Qt environment and how it can save you development time Delves into the extension of Qt for the S60, including communication and sensors Provides plenty of examples to help you quickly grasp concepts Help revolutionize the S60 mobile market and stay ahead of the crowd with your own state-of-the-art applications, developed with Qt and the detailed information in this unique guide. This is the eBook version of the printed book. Updated for the newest SDKs, tools, and hardware, *Android Wireless Application Development*, Second Edition delivers everything you need to create and market successful Android mobile apps. Lauren Darcey and Shane Conder cover every step and present the principles of effective Android application design. Every chapter has been updated for the newest Android SDKs, tools, utilities, and hardware, and all sample code has been overhauled and tested on devices from several leading companies, with many new examples added. For every Android development team member: developers, architects, team leaders, project managers, testers, QA specialists, and even marketers. Features ready-to-use applications—all available on the CD-ROM—that eBay sellers can plug right into

their pages; more advanced users can tweak the applications to suit specific needs Shows you how to streamline an eBay business by leveraging programming technologies and the eBay API (application program interface) Explains how to connect eBay pages to the APIs of related companies (PayPal, Fed Ex, UPS, and the USPS) as well as to Microsoft Office applications such as Outlook and Excel Provides expert tips and tricks for implementing eBay technologies such as image handling, shipping calculators, enhanced About Me pages, and back-office tools This IBM® Redpaper™ publication presents a series of tutorials for cloud native developers just getting started with IBM Cloud™ and IBM Cloud Object Storage. Within the context of a car insurance application, this paper presents an introductory series of linked modules that allow developers unfamiliar with either IBM Cloud or cloud native development to get started with application development using IBM starter kits. This allows you to become familiar with the types of services available on IBM Cloud, and to develop a sense of which patterns and choices are appropriate for different use cases. Some of the technologies and products covered in this book are Cloudant®, Watson™ Analytics, machine learning, elastic search, Kubernetes, containers, pre-signed URLs, Aspera®, and SQL Query. In addition to the technical integration steps, it also presents a business case for integrating these technologies and products with IBM Cloud Object Storage. The target audience for this paper is cloud native developers and cloud object storage specialists. This title takes a straightforward approach to teaching the hows and whys of XML Web Services and builds upon the skills learned in each successive chapter. The intent is to give readers a competitive edge in creating new and innovative software solutions before the competition has even heard of them. It includes coverage of XML, XSD, WSDL, SOAP, UDDI, and DISCO and ASP.NET. Many organizations today have begun to modernize their Windows workloads to take full advantage of cloud economics.

If you're a C# developer at one of these companies, you need options for rehosting, replatforming, and refactoring your existing .NET Framework applications. This practical book guides you through the process of converting your monolithic application to microservices on AWS. Authors Noah Gift, founder of Pragmatic AI Labs, and James Charlesworth, engineering manager at Pendo, take you through the depth and breadth of .NET tools on AWS. You'll examine modernization techniques and pathways for incorporating Linux and Windows containers and serverless architecture to build, maintain, and scale modern .NET apps on AWS. With this book, you'll learn how to make your applications more modern, resilient, and cost-effective. Get started building solutions with C# on AWS Learn DevOps best practices for AWS Explore the development tools and services that AWS provides Successfully migrate a legacy .NET application to AWS Develop serverless .NET microservices on AWS Containerize your .NET applications and move into the cloud Monitor and test your AWS .NET applications Build cloud native solutions that combine the best of the .NET platform and AWS Intended for system administrators with a general knowledge of Windows 2000 or Windows XP/.NET, this reference covers all main system tools and program methods used for routine Active Directory administration and troubleshooting. Information important for understanding the Active Directory service architecture—LDAP protocol, DNS interoperation, and Active Directory concepts—is discussed in detail along with methods of performing common administrative tasks such as creating directory objects, audit, and backing up. This guide addresses troubleshooting problems that occur after deploying Windows .NET domains and system tools used for solving such problems. Also covered are Active Directory Service Interfaces with annotated listings of ready-to-use scripts that illustrate programming principles needed to help nonprogrammers learn the main ADSI concepts to begin their own scripts. IntelliJ IDEA (hereafter

referred to as IntelliJ) is one of the most powerful and popular Integrated Development Environments (IDE) for Java. It was developed and is maintained by JetBrains, and is available in the community and ultimate edition. This feature-rich IDE enables rapid development and helps in improving code quality. This book starts with a basic introduction and slowly dives deep into the advanced features. This book is targeted at first-time learners, as well as moderate users of IntelliJ. Beginners will get a fair understanding of IntelliJ and its functioning, and others will be able to take their knowledge on this subject to the next level. This book requires that the readers have some preliminary knowledge of the software development process, along with Java programming language. In the later sections of this book, we will discuss integration with build tools, unit testing frameworks, debugger, profiling, version control system, and database. It is assumed that the required tools are installed and configured on the system and the reader is familiar with those tools.

The must-have test prep for the new CompTIA PenTest+ certification CompTIA PenTest+ is an intermediate-level cybersecurity certification that assesses second-generation penetration testing, vulnerability assessment, and vulnerability-management skills. These cognitive and hands-on skills are required worldwide to responsibly perform assessments of IT systems, identify weaknesses, manage the vulnerabilities, and determine if existing cybersecurity practices deviate from accepted practices, configurations and policies. Five unique 160-question practice tests Tests cover the five CompTIA PenTest+ objective domains Two additional 100-question practice exams A total of 1000 practice test questions This book helps you gain the confidence you need for taking the CompTIA PenTest+ Exam PT0-001. The practice test questions prepare you for test success. Get Everything You Can Out of Visual C# and the .NET Framework Mastering Visual C# .NET is the best resource for getting everything you can out of the new C# language and the .NET Framework. You'll master

C# language essentials, quickly taking advantage of the many improvements it offers over C++ and see tons of examples that show you all the ways that .NET can make your programming more efficient and your applications more powerful. You'll learn how to create stand-alone applications, as well as build Windows, web, and database applications. You'll even see how to develop web services—a technology that holds great promise for the future of distributed application. Coverage includes: Mastering the fundamentals and advanced aspects of the C# language Using Visual Studio .NET for increased coding productivity and debugging Creating distributed applications with remoting and web services Understanding object-oriented concepts Delivering data across the Internet with web services Using XML to communicate with other applications Accessing databases with ADO.NET Building Windows applications Creating web applications using ASP.NET Reading and writing data from/to files or the Internet Using advanced data structures to store and manipulate information Using multi-threading for greater application efficiency Using reflection to manipulate running code Building distributed applications with remoting and web services Securing code and authenticating users Using built-in encryption facilities Making your applications world-ready Parsing strings with regular expressions Using delegates to handle runtime events Programming defensively with exception handling

Android Wireless Application Development has earned a reputation as the most useful real-world guide to building robust, commercial-grade Android apps. Now, authors Lauren Darcey and Shane Conder have systematically revised and updated this guide for the latest Android SDK 4.0. To accommodate their extensive new coverage, they've split the book into two volumes. Volume I focuses on Android essentials, including setting up your development environment, understanding the application lifecycle, designing effective user interfaces, developing for diverse devices, and optimizing your mobile app development process--

from design through publishing. Every chapter has been thoroughly updated for the newest APIs, tools, utilities, and hardware. All sample code has been overhauled and tested on leading devices from multiple companies, and many new examples have been added. Drawing on decades of in-the-trenches experience as professional mobile developers, Darcey and Conder provide valuable new best practices--including powerful techniques for constructing more portable apps. This new edition contains full chapters on Android manifest files, content providers, effective app design, and testing; an all-new chapter on tackling compatibility issues; coverage of today's most valuable new Android tools and utilities; and even more exclusive tips and tricks. An indispensable resource for every Android development team member. Programming/Languages

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