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MySQL and Java Developer's Guide

2003-02-28

hier erfahren java entwickler alles was sie wissen müssen um java datenbankanwendungen mit mysql zu entwickeln mysql and java developer s guide ist der erste umfassende leitfaden zu mysql für java entwickler er basiert auf einem praxisorientierten und codeintensiven ansatz hier lernen java entwickler wie sie eine komplexe managementanwendung für webdatenbanken entwickeln zunächst gibt der autor einen Überblick über die grundlagen von mysql dann erklärt er wie man jdbc mit mysql verwendet und wie man servlets und jsp mit mysql entwickelt mit einem codeintensiven tutorial es demonstriert wie man die muster datenbankanwendung mit hilfe von ejb entwickelt mit begleitender website sie enthält die kompletten quellcodebeispiele aus dem buch sowie links zu anderen nützlichen seiten geschrieben von mark matthews dem erfinder des jdbc treibers für mysql und unbestrittene autorität auf dem gebiet der java programmierung mit mysql

Metal Programming Guide

2017-12-05

master metal the next generation graphics and gpu programming platform for apple developers metal enables apple developers to maximize performance in demanding tasks like 3d graphics games scientific programming visualization and gpu accelerated machine learning metal programming guide is the authoritative practical guide to metal for all ios programmers who are interested in graphics programming but don t know where to start pioneering apple developer janie clayton covers everything from basic draw calls to advanced parallel computing combining easy to understand conceptual explanations with well tested swift 4 xcode 9 sample code available for download at github clayton introduces the essential metal graphics and math concepts every graphics programmer needs to know she also discusses key graphics specific libraries concepts and metal classes presenting techniques and examples you ll find valuable for both graphics and data processing clayton also provides coverage of the metal compute pipeline demonstrating practical gpu programming applications ranging from image processing to neural networking quickly get a basic metal project running work with metal resources and memory management learn how shaders are compiled and accessed by the cpu program both 2d and 3d graphics with metal import 3d models and assets from blender maya and other programs apply imported textures to model objects use multipass rendering to efficiently implement computationally expensive techniques leverage tessellation to reduce mesh detail use the gpu for a wide spectrum of general purpose computing applications get started with the metal performance shaders framework

Tcl/Tk

2003-05-05

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

Official Gnome 2 Developer'S Guide

2004

developers who write programs for gnome use the gnome api working with the gnome api is preferable because the program will conform to the standard gnome program look and feel it also allows the developer to use the gnome specific libraries in the program greatly simplifying the development process the official gnome 2 developer s guide is the official gnome foundation guide to programming guis and applications using the gtk and gnome api developed in partnership with the gnome foundation this book is for programmers working with the gnome 2 desktop environment each section begins with an example program that serves as a tutorial then develops into a reference on the topic includes abundant well annotated examples knowledge of the c programming language is required but no gui programming experience is necessary

Iron Speed Designer Application Developer's Guide

2004

iron speed designer is a software development tool to rapidly build database forms and reporting applications for net quickly create online forms advanced data grids sophisticated page controls and all the sql without hand coding iron speed designer creates about 80 of an application s infrastructure programming allowing you to focus on the remaining 20 of the application logic

that is unique application developer s guide is a comprehensive companion to iron speed designer this guide is designed to assist developers in getting the most out of iron speed designer topics include getting started customizing your application customizing page layout extending generated application code deploying applications extending the code generator and coding examples and layout page tutorial a reference section includes a complete description of elements tables and properties files

Palm OS Programming

2002

with more than 16 million pdas shipped to date palm has defined the market for handhelds having dominated this class of computing devices ever since it began to outpace competitors six years ago the company s strength is the palm os and developers loyal to this powerful and versatile operating system have created more than 10 000 applications for it devices from handspring sony symbol handera kyocera and samsung now use palm os and the number of registered palm developers has jumped to 130 000 if you know c or c++ and want to join those who are satisfying the demand for wireless applications then palm os programming the developer s guide second edition is the book for you with expanded coverage of the palm os up to and including the latest version 4.0 this new edition shows intermediate to experienced c programmers how to build a palm application from the ground up there is even useful information for beginners everything you need to write a palm os application is here from user interface design to coding a handheld application to writing an associated desktop conduit all the major development environments are discussed including commercial products such as metroworks codewarrior java based environments such as sun kvm and ibm visualage micro edition and the free software foundation s prc tools or gcc the focus however is c programming with codewarrior and prc tools new additions to the second edition include a tutorial that takes a c programmer through the installation of necessary tools and the creation of a small handheld application a new chapter on memory with a comprehensive discussion of the memory manager apis greatly expanded discussions of forms forms objects and new apis for the palm os updated chapters on conduits that reflect the newer conduit development kit the best selling first edition of this book is still considered the definitive guide for serious palm programmers it s used as the basis of palm s own developer training materials our expanded second edition promises to set the standard for the next generation of palm developers

Multimedia Developer's Guide

1994

a tutorial directed toward windows programmers who want to learn how to take advantage of the multimedia features built into windows 3.1 the book covers graphics sound and animation plus it teaches the reader how to turn a windows application into a multimedia application the code examples in the book are carefully designed to develop a library or toolkit of functions which readers can then use with their own programs

Build an HTML5 Game

2015-03-23

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

PowerBuilder 6

1998-02-25

powerbuilder 6 a developer s guide powerbuilder 6 a developer s guide is the most comprehensive tutorial and reference for powerbuilder developers using powersoft s desktop and enterprise editions based on the author s authoritative powerbuilder seminars this guide offers proven examples full source code and expert advice that can make any powerbuilder user into a powerbuilder master the first section teaches powerbuilder fundamentals from using painters to creating and manipulating windows more advanced topics like embedded sql inheritance and distributing applications round out the core areas that every powerbuilder developer needs to master the second section tackles high level issues developing multi tiered applications internet development advanced datawindows extending powerbuilder working with objects and the powerbuilder foundation class library the final section covers powerbuilder certification and preparing for the certified powerbuilder developer exam the companion cd rom includes full source code for more

than 30 example applications that demonstrate every key feature of powerbuilder additions updates and revisions to the book will be available from the author s site via links on the cd rom and links from mandt com you ll get complete coverage of powerbuilder programming basics distributed processing and internet development multiple document interfaces event driven programming every important painter from powerscript painter to datawindow objects encapsulation with oop and user objects extending powerbuilder with dlls ole and dde creating and programming advanced data windows including graphs and reports idgbooks com

Learning Mobile App Development

2013-12-17

the only tutorial covering both ios and android for students and professionals alike now one book can help you master mobile app development with both market leading platforms apple s ios and google s android perfect for both students and professionals learning mobile app development is the only tutorial with complete parallel coverage of both ios and android with this guide you can master either platform or both and gain a deeper understanding of the issues associated with developing mobile apps you ll develop an actual working app on both ios and android mastering the entire mobile app development lifecycle from planning through licensing and distribution each tutorial in this book has been carefully designed to support readers with widely varying backgrounds and has been extensively tested in live developer training courses if you re new to ios you ll also find an easy practical introduction to objective c apple s native language all source code for this book organized by chapter is available at github com learningmobile bookapps coverage includes understanding the unique design challenges associated with mobile apps setting up your android and ios development environments mastering eclipse development tools for android and xcode 5 tools for ios designing interfaces and navigation schemes that leverage each platform s power reliably integrating persistent data into your apps using lists android or tables ios to effectively present data to users capturing device location displaying it and using it in your apps accessing hardware devices and sensors publishing custom apps internally within an organization monetizing your apps on apple s appstore or the google play marketplace as well as other ways of profiting from app development such as consulting and developer jobs

Dynamic HTML

1999

the newest wave of interactive technology dynamic html is taught by example in this concise and readable tutorial and reference the author maintains a site on dhtml that contains examples in the book and receives over 300 visits a day

Tcl/Tk

2012

because scripting with dhtml is much more complex than with regular html many web developers are hesitant to begin learning this vital technology dynamic html is a valuable resource to help you master this important new skill both a comprehensive reference guide and a clear tutorial this book explains the principles behind dhtml and using a learn by example approach enables you to acquire techniques for effective dhtml scripting inspired by the author s web based dhtml demos this book contains solid examples of dhtml that can be taken apart and plugged into existing web pages for dynamic effects

The HTML Developer's Guide

2017-02-13

this is a mini tutorial guide that discusses the most important and the most frequently used technical aspects of visualforce development thereby making it a perfect companion for visualforce developers this book is for visualforce developers who are looking for a pocket guide that will resolve their most frequently faced issues

Visualforce Developer's Guide

2013

to stream your applications amazon appstream 2 0 requires an environment that includes a fleet that is associated with a stack and at least one application image this tutorial describes how to configure a sample appstream 2 0 environment for application streaming and give users access to that stream

Amazon AppStream 2.0 Developer Guide

2018-06-26

endorsed by palm as their official developer s guide this tutorial style book shows intermediate to experienced c programmers how to build a palm application from the ground up includes a cd rom

with source code and third party developer tools

Palm Programming

1999

an in depth tutorial on how to use java 2 micro edition to program handheld devices although java is one of the most popular programming languages it is too powerful to be used on wireless handheld devices like the palm connected organizer a miniature version of java called java 2 micro edition has now been created by sun microsystems to run specifically on these devices written by software developer eric giguere this book provides an authoritative treatment of this new language readers will learn what has to be done to make java workable on these devices and what strategies are required to write programs that don t take up too much memory or run down the device s batteries the book also provides complete coverage of java micro edition including the profiles that define the capabilities available to various devices cd rom includes licensed versions of the java 2 micro edition sdk waba and kaffe examples are provided that run on multiple wireless platforms

Java 2 Micro Edition

2002-03-14

this is a mini tutorial guide that discusses the most important and the most frequently used technical aspects of visualforce development thereby making it a perfect companion for visualforce developers this book is for visualforce developers who are looking for a pocket guide that will resolve their most frequently faced issues

Visualforce Developer's Guide

2013-09

the biztalk 2000 developer s guide is written for developers who are responsible for installing configuring and deploying the biztalk server in their organizations it infrastructure the opening chapters of the book discuss the benefits of seamless business to business application integration summarize the features and enhancements of biztalk server 2000 and offer an introduction to xml the driving force behind biztalk the next chapters explore the multiple tools that are incorporated into biztalk that will transform the way in which information is created transmitted and maintained in the server environment other chapters include complete coverage of the security considerations for biztalk and an examination of the various third party plug ins for enhancing biztalk server 2000 contains a wallet size cd with third party plug ins from leading developers and ready to use source code from the book timely net coverage biztalk server 2000 is an integral member of microsoft s net enterprise server suite

Biz Talk Server 2000 Developer's Guide

2002-03-06

learn how to build native mobile applications for ios android windows and more using the worlds leading cross platform java framework in this official guide from the creators of codename one codename one is a revolutionary mobile development solution started by ex sun microsystems developers based on work that started within sun codename one delivers the write once run anywhere wora promise of java for mobile devices by intelligently cross compiling to native code codename one is used across the globe by millions of users it is used at banks government tech and telecom giants all the way down to independent developers its core appeal is its unrestricted access to the native platform allowing developers to write native code directly from java and access everything that the native mobile platform can provide

Codename One Developer Guide

2017-10-08

a combination tutorial reference designed to teach c programmers the more advanced features of borland c in particular the skills and techniques necessary to develop professional applications complete source code for all the sample programs and applications is included on disk covers version 4 0

Borland C++ 4 Developer's Guide

1994-01-01

getting started with oracle weblogic server 12c is a fast paced and feature packed book designed to get you working with java ee 6 jdk 7 and oracle weblogic server 12c straight away so start developing your own applications getting started with oracle weblogic server 12c developer s guide is written for developers who are just getting started or who have some experience with java ee who want to learn how to develop for and use oracle weblogic server getting started with oracle weblogic server 12c developer s guide also provides a great overview of the updated

features of the 12c release and how it integrates java ee 6 and jdk 7 to remove boilerplate code

Getting Started with Oracle WebLogic Server 12c: Developer's Guide

2013-09-23

annotation this book is designed to teach the filemaker pro developer about xml and xsl

FileMaker Pro 6 Developer's Guide to XML/XSL

2003

this is the definitive guide for symbian c developers looking to use symbian sql in applications or system software since symbian sql and sqlite are relatively new additions to the symbian platform inside symbian sql begins with an introduction to database theory and concepts including a structured query language sql tutorial inside symbian sql also provides a detailed overview of the symbian sql apis from the outset you will get your hands dirty writing symbian sql code the book includes snippets and examples that application developers can immediately put to use to get started quickly for device creators and system software developers inside symbian sql offers a unique view into the internals of the implementation and a wealth of practical advice on how to make best and most efficient use of the symbian sql database several case studies are presented these are success stories from the trenches written by symbian engineers special features the book assumes no prior knowledge of databases includes detailed and approachable explanations of database concepts easy to follow sql tutorial with sqlite examples unique view into the symbian sql internals troubleshooting section with solutions to common problems written by the symbian engineers who implemented sqlite on symbian with more than 40 years combined symbian c experience this book is for anyone interested in finding out more about using a database on symbian

Inside Symbian SQL

2010-02-18

learning androidtm application programming will help you master modern android programming by building a fully functional app from the ground up working with the android 4.3 toolset you ll solve real world problems faced by every android developer and learn best practices for success with any mobile development project ideal for developers who have little or no android experience but have basic java experience this tutorial teaches through carefully structured exercises that address the entire development process leading android developers james talbot and justin mclean guide you through building a real biking mobile app that can handle everything from mileage tracking to route planning each chapter builds your knowledge step by step and in the end you will have a complete working app along the way you ll gain hands on experience with writing code that can run on the widest spectrum of devices while still leveraging android s newest features you ll also discover proven solutions for the occasionally messy realities of android development from inaccurate sensor data to inadequate device battery life pitfalls that most other android books ignore learn how to set up your android development environment on windows or mac operating systems quickly create a simple working app that demonstrates basic android principles master core building blocks such as activities intents services and resources build a functional user interface and then make it more intuitive and usable professionally style your android app make your app location aware integrate social networking features build highly efficient threaded apps integrate database support to read and write data make your app run faster while using less memory and power efficiently test and debug your app easily internationalize your app for multiple countries and languages sell your app through google play and the amazon appstore get all of this book s sample code at androiddevbook.com/code.html register your book at informit.com register to gain access to the bonus kitkat chapter download the free version of this book s on your bike app from google play today

Learning Android Application Programming

2013-12-20

the definitive tutorial and reference for domino developers this is more than an installation or implementation guide the book shows domino administrators how to build interactive content with domino tools replicate information using the new domino weblicator tool and get a site up and running quickly the cd rom includes domino add ons and utilities

Professional Developer's Guide to Domino

1997

this handbook provides software developers with the information needed to write effective programs that utilize the power of visual basic 3.0 experienced users can use the book as a reference to new features while new users can use it as a tutorial on basics and power functions

C++builder 5 Developer's Guide

2001

a tutorial reference covering major database development issues in addition to including numerous examples and smaller applications to demonstrate and illustrate specific techniques this book also includes full blown applications that show how all the various elements are used together to create meaningful real world applications

Visual Basic 3.0

1994-07

0672324806 ld the definitive guide to the latest version of borlands powerful c builder provides complete coverage of c builder services development now a key component of c builder borland c builder remains best in class ide over the past 5 years for c solutions written by a team of top c builder experts with expertise in a variety of technical areas related to c application development c builder 6 developers guide is revised for the latest version of c builder the biggest update to c builder in years c builder is an ansi c ide the version 6 adds bizshape a tool to build services using xml soap net and biztalk from microsoft and sunone from sun microsystems other new components include websnap for application development datasnap for database development and clx which allows cross platform development for unix and linux the new netclx internet components allow development of cross platform applications with apache microsoft iis and netscape server applications c builder 6 developers guide continues as the definitive guide for borlands c builder providing a clear and concise reference for c developers c builder developers guide is a unique combination of over 35 c builder experts from around the globe this team brings hundreds of thousands of working hours in professional software development to the creation of this extensive work leading the team are jarrod hollingworth bob swart mark cashman and paul gustavson jarrod is running backslash backslash com au loping software applications for the internet and key business sectors and working as a software development consultant bob aka dr bob is an internationally recognized uk borland connections member and an independent technical author trainer and consultant using c builder kyllix and delphi based in the netherlands mark cashman is an independent c developer in the u s paul gustavson lives in virginia and is a senior systems engineer for synetics inc a u s based company providing knowledge management systems engineering and enterprise management services

Access 2

1994

this is one of the few books on the market that provides the programmer and developer with the details of creating computer games on the internet with special focus on mysql and perl

Borland C++ Builder 6 Developer's Guide

2003

get started fast with modern javascript development with the arrival of html5 jquery and ajax javascript web development skills are more valuable than ever this complete hands on javascript tutorial covers everything you need to know now using line by line code walkthroughs and end of chapter exercises top web developer and speaker tim wright will help you get results fast even if you ve never written a line of javascript before smart friendly enthusiastic and packed with modern examples learning javascript covers both design level and development level javascript you ll find expert knowledge and best practices for everything from jquery and interface design to code organization and front end templating wright s focused coverage includes regular break points and clear reviews that make modern javascript easier to learn and easier to use learning javascript is your fastest route to success with javascript whether you re entirely new to the language or you need to sharpen and upgrade skills you first learned a decade ago coverage includes mastering all of the javascript concepts and terminology you need to write new programs or efficiently modify existing code creating robust secure code for both the design and development levels maximizing usability reusability accessibility clarity security and performance taking full advantage of the browser environments your code will run in accessing the dom to create behaviors and data interactions storing data for easy and efficient access using variables functions loops and other core language features interacting with users through events communicating with servers through ajax improving your productivity with javascript libraries

Developer's Guide to Multiplayer Games

2001-08

the developer s guide to debugging is a book for both professional software developers seeking to broaden their skills and students that want to learn the tricks of the trade from the ground up with small inlined examples and exercises at the end of each chapter it is well suited to accompany a cs course or lecture at the same time it can be used as a reference used to address problems as the need arises this book goes beyond the level of simple source code debugging scenarios in addition it covers the most frequent real world problems from the areas of program

linking memory access parallel processing and performance analysis

Learning JavaScript

2012-07-31

this book is a fast paced tutorial that explores the key features of ejb 3 with many accompanying examples this book is not a complete reference guide but a concise exploration of ejb 3 s core elements this book is primarily aimed at professional developers who already have a working knowledge of java enterprise architects and designers with a background in java would also find this book of use previous experience of working with java is essential and knowledge of relational databases is desirable as this book is an introduction to ejb 3 it is aimed at those who are new to ejb 3 as the new version of ejb is so radically different from the previous version ejb 2 x the book is suitable for and should be of interest to those who have had experience working with ejb 2 x the text makes it clear where the differences between the versions of ejb lie although they are not explored in detail

The Developer's Guide to Debugging

2012-04-22

cd rom contains all of the sample applications in the book

Ejb 3 Developer Guide

2008-05

a tutorial guide to autocad 2011 provides a step by step introduction to autocad with commands presented in the context of each tutorial in fifteen clear and comprehensive chapters author shawna lockhart guides readers through all the important commands and techniques in autocad 2011 from 2d drawing to solid modeling and finally finishing with rendering in each lesson the author provides step by step instructions with frequent illustrations showing exactly what appears on the autocad screen later individual steps are no longer provided and readers are asked to apply what they ve learned by completing sequences on their own a carefully developed pedagogy reinforces this cumulative learning approach and supports readers in becoming skilled autocad users a tutorial guide to autocad 2011 begins with three getting started chapters that include information to get readers of all levels prepared for the tutorials the author includes tips that offer suggestions and warnings as you progress through the tutorials key terms and key commands are listed at the end of each chapter to recap important topics and commands learned in each tutorial also a glossary of terms and commands summary lists the key commands used in the tutorials each chapter concludes with end of chapter problems providing challenges to a range of abilities in mechanical electrical and civil engineering as well as architectural problems

WAP Integration

2001-10-04

this text teaches beginning digital media students how to initiate organize and structure a digital media project and discusses how strong organizational skills will help them in the industry

Tutorial Guide to AutoCAD 2011

2010-04

covering the theory technical components and applications of the semantic this book s unrivalled coverage includes the latest on w3c standards such as owl 2 and discusses new projects such as dbpedia it also shows how to put theory into practice

Best Practices in Digital Media

2015-08-11

features provides a carefully focused explanation of every aspect of the c language including entire chapters on the unified type system advanced types collections generics reflection and attributes highlights all features new to the latest version of c and organizes its presentation of c according to the key principles of object oriented programming and the net framework using end of chapter exercises incrementally develops a cohesive application programming tutorial includes an easy to use appendix on the grammatical rules of c and provides downloadable example code via the companion website provides a carefully focused explanation of every aspect of the c language including entire chapters on the unified type system advanced types collections generics reflection and attributes

A Developer's Guide to the Semantic Web

2011-01-03

annotation the perfect task based tutorial for developers who need a solid understanding iphone sdk application development bull bull covers the iphone sdk for ios 4 bull a complete tutorial and reference for creating applications for the iphone bull author is a experienced iphone application developer with practical experience visual quickstart guides designed in an attractive tutorial and reference format are the quickest easiest and most thorough way to learn applications tasks and technologies the visual quickstart guides are the smart choice they guide the learner with a friendly and supportive approach the visual presentation with copious screenshots and focused discussions by topic and tasks make learning a breeze and take you to exactly what you want to learn with a rich set of over 1 000 apis iphone sdk 4 provides an amazing range of technologies to enhance and create applications for the iphone this book focuses on the parts of the sdk that are specifically geared toward the iphone everything is covered to create a complete application duncan campbell sydney australia runs his own consultancy specializing in mac and iphone development a graduate of the university in scotland aberdeen he emigrated to canada 1993 and to australia in 2004 he has been a professional software developer since 1993 and released his first iphone application conversion to the app store in july 2008

C# 2.0

2005

IPhone Application Development for IOS 4

2011

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