

Api 614 File Book

Already the industry standard for Python users, *Programming Python* from O'Reilly just got even better. This third edition has been updated to reflect current best practices and the abundance of changes introduced by the latest version of the language, Python 2.5. Whether you're a novice or an advanced practitioner, you'll find this refreshed book more than lives up to its reputation.

Programming Python, 3rd Edition, teaches you the right way to code. It explains Python language syntax and programming techniques in a clear and concise manner, with numerous examples that illustrate both correct usage and common idioms. By reading this comprehensive guide, you'll learn how to apply Python in real-world problem domains such as: GUI programming, Internet scripting, Parallel processing, Database management, Networked applications. *Programming Python*, Third Edition covers each of these target domains gradually, beginning with in-depth discussions of core concepts and then progressing toward complete programs. Large examples do appear, but only after you've learned enough to understand their techniques and code. Along the way, you'll also learn how to use the Python language in realistically scaled programs--concepts such as Object-Oriented Programming (OOP) and code reuse are recurring side themes throughout this text. If you're interested in Python programming, then this O'Reilly classic needs to be within arm's reach. The wealth of practical advice, snippets of code, and patterns of program design can all be put into use on a daily basis--making your life easier and more productive. Reviews of the second edition: "...about as comprehensive as any book can be." --Dr. Dobb's Journal "If the language had manuals, they would undoubtedly be the texts from O'Reilly... 'Learning Python' and 'Programming Python' are definitive treatments." --SD Times

A web map is an interactive display of geographic information, in the form of a web page, that you can use to tell stories and answer questions. Web maps have numerous advantages over traditional mapping techniques, such as the ability to display up-to-date or even real-time information, easy distribution to end users, and highly customized interactive content. *Introduction to Web Mapping* teaches you how to develop online interactive web maps and web mapping applications, using standard web technologies: HTML, CSS and JavaScript. The core technologies are introduced in Chapters 1-5, focusing on the specific aspects which are most relevant to web mapping. Chapters 6-13 then implement the material and demonstrate key concepts for building and publishing interactive web maps.

Aimed for programmers, offers an introduction to Java 5.0, covering topics such as generics, enumerated type, autoboxing, and static imports.

Covers the features and functions of the Macintosh operating system, with information on such topics as Launchpad, FaceTime, the app store, iCloud, Safari, iChat, and iTunes.

You have a choice: you can wade your way through lengthy Java tutorials and figure things out by trial and error, or you can pick up *Java Cookbook*, 2nd Edition and get to the heart of what you need to know when you need to know it. With the completely revised and thoroughly updated *Java Cookbook*, 2nd Edition, Java developers like you will learn by example, try out new features,

and use sample code to understand how new additions to the language and platform work--and how to put them to work for you. This comprehensive collection of problems, solutions, and practical examples will satisfy Java developers at all levels of expertise. Whether you're new to Java programming and need something to bridge the gap between theory-laden reference manuals and real-world programs or you're a seasoned Java programmer looking for a new perspective or a different problem-solving context, this book will help you make the most of your Java knowledge. Packed with hundreds of tried-and-true Java recipes covering all of the major APIs from the 1.4 version of Java, this book also offers significant first-look recipes for the most important features of the new 1.5 version, which is in beta release. You get practical solutions to everyday problems, and each is followed by a detailed, ultimately useful explanation of how and why the technology works. Java Cookbook, 2nd Edition includes code segments covering many specialized APIs--like those for working with Struts, Ant and other new popular Open Source tools. It also includes expanded Mac OS X Panther coverage and serves as a great launching point for Java developers who want to get started in areas outside of their specialization. In this major revision, you'll find succinct pieces of code that can be easily incorporated into other programs. Focusing on what's useful or tricky--or what's useful and tricky--Java Cookbook, 2nd Edition is the most practical Java programming book on the market.

Chosen by BookAuthority as one of BookAuthority's Best Linux Mint Books of All Time Linux: The Textbook, Second Edition provides comprehensive coverage of the contemporary use of the Linux operating system for every level of student or practitioner, from beginners to advanced users. The text clearly illustrates system-specific commands and features using Debian-family Debian, Ubuntu, and Linux Mint, and RHEL-family CentOS, and stresses universal commands and features that are critical to all Linux distributions. The second edition of the book includes extensive updates and new chapters on system administration for desktop, stand-alone PCs, and server-class computers; API for system programming, including thread programming with pthreads; virtualization methodologies; and an extensive tutorial on systemd service management. Brand new online content on the CRC Press website includes an instructor's workbook, test bank, and In-Chapter exercise solutions, as well as full downloadable chapters on Python Version 3.5 programming, ZFS, TC shell programming, advanced system programming, and more. An author-hosted GitHub website also features updates, further references, and errata. Features New or updated coverage of file system, sorting, regular expressions, directory and file searching, file compression and encryption, shell scripting, system programming, client-server-based network programming, thread programming with pthreads, and system administration Extensive in-text pedagogy, including chapter objectives, student projects, and basic and advanced student exercises for every chapter Expansive electronic downloads offer advanced content on Python, ZFS, TC shell scripting, advanced system programming, internetworking with Linux TCP/IP, and many more topics, all featured on the CRC Press website Downloadable test bank, workbook, and solutions available for instructors on the CRC Press website Author-maintained GitHub repository provides other resources, such as live links to further references, updates, and errata

What Cablegate tells us about the reach and ambitions of US Empire. Published in collaboration with WikiLeaks. WikiLeaks came

to prominence in 2010 with the release of 251,287 top-secret State Department cables, which revealed to the world what the US government really thinks about national leaders, friendly dictators, and supposed allies. It brought to the surface the dark truths of crimes committed in our name: human rights violations, covert operations, and cover-ups. The WikiLeaks Files exposes the machinations of the United States as it imposes a new form of imperialism on the world, one founded on tactics from torture to military action, to trade deals and “soft power,” in the perpetual pursuit of expanding influence. The book also includes an introduction by Julian Assange examining the ongoing debates about freedom of information, international surveillance, and justice. An introduction by Julian Assange—writing on the subject for the first time—exposes the ongoing debates about freedom of information, international surveillance, and justice. With contributions by Dan Beeton, Phyllis Bennis, Michael Busch, Peter Certo, Conn Hallinan, Sarah Harrison, Richard Heydarian, Dahr Jamail, Jake Johnston, Alexander Main, Robert Naiman, Francis Njubi Nesbitt, Linda Pearson, Gareth Porter, Tim Shorrock, Russ Wellen, and Stephen Zunes.

Beginning Java 8 APIs, Extensions and Libraries completes the Apress Java learning journey and is a comprehensive approach to learning the Java Swing, JavaFX, Java Scripting, JDBC and network programming APIs. This book covers the key extensions of the Java programming language such as Swing, JavaFX, network programming, and JDBC. Each topic starts with a discussion of the topic's background. A step-by-step process, with small snippets of Java code, provides easy-to-follow instructions. At the end of a topic, a complete and ready-to-run Java program is provided. This book contains over 130 images and diagrams to help you visualize and better understand the topics. More than 130 complete programs allow you to practice and quickly learn the topics. The Swing chapters discuss various aspects of working with a GUI, from the very basic concepts of developing a Swing application, to the most advanced topics, such as decorating a Swing component with a JLayer, drag-and-drop features, Synth Skinnable L&F, etc. The chapter on network programming covers the basics of network technologies first, and then, the advanced topics of network programming, using a Java class library. It covers IPv4 and IPv6, addressing schemes, subnetting, supernetting, multicasting, TCP/IP sockets, UDP sockets, asynchronous socket I/O, etc. The chapter on JDBC provides the details of connecting and working with databases such as Oracle, SQL Server, MySQL, DB2, Java DB (Apache Derby), Sybase, Adaptive Server Anywhere, etc. It contains a complete discussion on processing a ResultSet and a RowSet. It discusses how to use the RowSetFactory, to obtain a RowSet object of a specific type. Working with Large Objects (LOBs), such as Blob, Clob, and NClob, is covered in detail with Java code examples and database scripts.

This book offers a highly accessible introduction to natural language processing, the field that supports a variety of language technologies, from predictive text and email filtering to automatic summarization and translation. With it, you'll learn how to write Python programs that work with large collections of unstructured text. You'll access richly annotated datasets using a comprehensive range of linguistic data structures, and you'll understand the main algorithms for analyzing the content and structure of written communication. Packed with examples and exercises, Natural Language Processing with Python will help you: Extract information from unstructured text, either to guess the topic or identify "named entities" Analyze linguistic structure in text,

including parsing and semantic analysis Access popular linguistic databases, including WordNet and treebanks Integrate techniques drawn from fields as diverse as linguistics and artificial intelligence This book will help you gain practical skills in natural language processing using the Python programming language and the Natural Language Toolkit (NLTK) open source library. If you're interested in developing web applications, analyzing multilingual news sources, or documenting endangered languages -- or if you're simply curious to have a programmer's perspective on how human language works -- you'll find Natural Language Processing with Python both fascinating and immensely useful.

Learn Django 3 with four end-to-end web projects Key Features Learn Django 3 by building real-world web applications from scratch in Python, using coding best practices Integrate other technologies into your application with clear, step-by-step explanations and comprehensive example code Implement advanced functionalities like a full-text search engine, a user activity stream, or a recommendation engine Add real-time features with Django Channels and WebSockets Book Description If you want to learn the entire process of developing professional web applications with Python and Django, then this book is for you. In the process of building four professional Django projects, you will learn about Django 3 features, how to solve common web development problems, how to implement best practices, and how to successfully deploy your applications. In this book, you will build a blog application, a social image bookmarking website, an online shop, and an e-learning platform. Step-by-step guidance will teach you how to integrate popular technologies, enhance your applications with AJAX, create RESTful APIs, and set up a production environment for your Django projects. By the end of this book, you will have mastered Django 3 by building advanced web applications. What you will learn Build real-world web applications Learn Django essentials, including models, views, ORM, templates, URLs, forms, and authentication Implement advanced features such as custom model fields, custom template tags, cache, middleware, localization, and more Create complex functionalities, such as AJAX interactions, social authentication, a full-text search engine, a payment system, a CMS, a RESTful API, and more Integrate other technologies, including Redis, Celery, RabbitMQ, PostgreSQL, and Channels, into your projects Deploy Django projects in production using NGINX, uWSGI, and Daphne Who this book is for This book is intended for developers with Python knowledge who wish to learn Django in a pragmatic way. Perhaps you are completely new to Django, or you already know a little but you want to get the most out of it. This book will help you to master the most relevant areas of the framework by building practical projects from scratch. You need to have familiarity with programming concepts in order to read this book. Some previous knowledge of HTML and JavaScript is assumed. LINQ is the project name for a set of extensions to the .NET Framework that provide a generic approach to querying data from different data sources. LINQ made its debut in Visual Studio 2008, and became a must-have skill for .NET developers. For more information about LINQ, you can check out www.linqdev.com. Starting with code and ending with code and tailored for the VB language, Pro LINQ: Language Integrated Query in VB 2008 is a veritable treasury of LINQ examples that will save you hours, even days, of research time. Keeping you focused on the relevant LINQ principles, expert author Joseph Rattz, Jr., and VB specialist Dennis Hayes provide examples for complex models that you won't find anywhere else. In most books, you'll find plenty

of simple examples to demonstrate how to use a method, but authors rarely show how to use the more complex prototypes. Pro LINQ: Language Integrated Query in VB 2008 is different. Demonstrating the overwhelming majority of LINQ operators and prototypes, Joseph Rattz, Jr., and Dennis Hayes condense their extensive experience and expertise into a desk companion that is essential for any serious .NET professional. Rather than obscure the relevant LINQ principles in code examples by focusing on a demonstration application you have no interest in writing, this book cuts right to the chase of each LINQ operator, method, or class. However, where complexity is necessary to truly demonstrate an issue, the examples are right there in the thick of it. For example, code samples demonstrating how to handle concurrency conflicts actually create concurrency conflicts so you can step through the code and see them unfold. Most books tell you about the simple stuff, while few books warn you of the pitfalls. Where Pro LINQ: Language Integrated Query in VB 2008 returns your investment is in the hours, and sometimes days, spent by the authors determining why something may not work as expected. Sometimes this results in an innocent-looking paragraph that may take you a minute to read and understand, but took days to research and explain. Face it, most technical books while informative, are dull. LINQ need not be dull. Written with a sense of humor, this book will attempt to entertain you on your journey through the wonderland of LINQ and VB 2008.

Find a Perl programmer, and you'll find a copy of Perl Cookbook nearby. Perl Cookbook is a comprehensive collection of problems, solutions, and practical examples for anyone programming in Perl. The book contains hundreds of rigorously reviewed Perl "recipes" and thousands of examples ranging from brief one-liners to complete applications. The second edition of Perl Cookbook has been fully updated for Perl 5.8, with extensive changes for Unicode support, I/O layers, `mod_perl`, and new technologies that have emerged since the previous edition of the book. Recipes have been updated to include the latest modules. New recipes have been added to every chapter of the book, and some chapters have almost doubled in size. Covered topic areas include: Manipulating strings, numbers, dates, arrays, and hashes Pattern matching and text substitutions References, data structures, objects, and classes Signals and exceptions Screen addressing, menus, and graphical applications Managing other processes Writing secure scripts Client-server programming Internet applications programming with mail, news, ftp, and telnet CGI and `mod_perl` programming Web programming Since its first release in 1998, Perl Cookbook has earned its place in the libraries of serious Perl users of all levels of expertise by providing practical answers, code examples, and mini-tutorials addressing the challenges that programmers face. Now the second edition of this bestselling book is ready to earn its place among the ranks of favorite Perl books as well. Whether you're a novice or veteran Perl programmer, you'll find Perl Cookbook, 2nd Edition to be one of the most useful books on Perl available. Its comfortable discussion style and accurate attention to detail cover just about any topic you'd want to know about. You can get by without having this book in your library, but once you've tried a few of the recipes, you won't want to.

The quick, easy way to get up-to-speed on the Win 32 API--completely updated--covers Windows 2000, NT4, and Windows 98/95. There are detailed chapters on every key topic: processes and threads, security, directories and drives, and many more. The CD-

ROM contains all sample code.

Learning a complex new language is no easy task especially when it is an object-oriented computer programming language like Java. You might think the problem is your brain. It seems to have a mind of its own, a mind that doesn't always want to take in the dry, technical stuff you're forced to study. The fact is your brain craves novelty. It's constantly searching, scanning, waiting for something unusual to happen. After all, that's the way it was built to help you stay alive. It takes all the routine, ordinary, dull stuff and filters it to the background so it won't interfere with your brain's real work--recording things that matter. How does your brain know what matters? It's like the creators of the Head First approach say, suppose you're out for a hike and a tiger jumps in front of you, what happens in your brain? Neurons fire. Emotions crank up. Chemicals surge. That's how your brain knows. And that's how your brain will learn Java. Head First Java combines puzzles, strong visuals, mysteries, and soul-searching interviews with famous Java objects to engage you in many different ways. It's fast, it's fun, and it's effective. And, despite its playful appearance, Head First Java is serious stuff: a complete introduction to object-oriented programming and Java. You'll learn everything from the fundamentals to advanced topics, including threads, network sockets, and distributed programming with RMI. And the new, second edition focuses on Java 5.0, the latest version of the Java language and development platform. Because Java 5.0 is a major update to the platform, with deep, code-level changes, even more careful study and implementation is required. So learning the Head First way is more important than ever. If you've read a Head First book, you know what to expect--a visually rich format designed for the way your brain works. If you haven't, you're in for a treat. You'll see why people say it's unlike any other Java book you've ever read. By exploiting how your brain works, Head First Java compresses the time it takes to learn and retain--complex information. Its unique approach not only shows you what you need to know about Java syntax, it teaches you to think like a Java programmer. If you want to be bored, buy some other book. But if you want to understand Java, this book's for you.

Programmers are shown little-known areas of Windows NTs to enable them to write more efficient and powerful programs using NT technology. Topics include multitasking and threading, active directory services, Microsoft message queue, overlapped I/O, advanced memory management and more. The CD-ROM features coverage of the Registry, shareware and freeware utilities for programmers, and tips and tricks for writing code.

The aim of this book is to provide an insight into the landmark rulings of the Court of Justice of the European Union (CJEU) in European Criminal Law (ECL). As in other areas of EU law, the decisions of the CJEU have been a driving force for development and integration. By analysing the impact of these leading cases on EU and national law, the book provides a diachronic and multifaceted picture of the Court's approach to criminal law.

* MySQL 5, due to be released in summer 2005, is slated to be the most significant release in the product's history. The Definitive Guide to MySQL 5, Third Edition is the first book to offer in-depth instruction on the new features. * This book shows readers how to connect to MySQL via all of the major APIs, including PHP, Perl, Java, JSP, and C#. * Novice and intermediate database administrators are introduced to both MySQL's key features, and crucial database management concepts by way of real-world examples such as discussion forums, online polls,

and other data administration projects.

Presents topic-by-topic coverage of Visual Basic programming. The sections of the book break the material into areas of focus, starting with development fundamentals. It then proceeds through object-oriented programming, programming with controls, and database tools and techniques.

This is the definitive reference for version 3.4 of the mental ray® image rendering software. Beginning with a brief overview of mental ray features, it includes specifications of the mental ray scene description language, the mental ray shader interface, and the integration interface for third-party applications. The material is organized by grammar elements and C function call, for quick reference. The new third edition is expanded to encompass mental ray 3.4, and includes the mental ray integration manual. The enclosed CD contains a demo version of the mental ray stand alone and the mental ray library, plus sample shaders with source code and demo scenes, for a variety of computer platforms.

A comprehensive guide to programming with network sockets, implementing Internet protocols, designing IoT devices, and much more with C
Key Features Leverage your C or C++ programming skills to build powerful network applications Get to grips with a variety of network protocols that allow you to load web pages, send emails, and do much more Write portable network code for operating systems such as Windows, Linux, and macOS Book Description Network programming, a challenging topic in C, is made easy to understand with a careful exposition of socket programming APIs. This book gets you started with modern network programming in C and the right use of relevant operating system APIs. This book covers core concepts, such as hostname resolution with DNS, that are crucial to the functioning of the modern web. You'll delve into the fundamental network protocols, TCP and UDP. Essential techniques for networking paradigms such as client-server and peer-to-peer models are explained with the help of practical examples. You'll also study HTTP and HTTPS (the protocols responsible for web pages) from both the client and server perspective. To keep up with current trends, you'll apply the concepts covered in this book to gain insights into web programming for IoT. You'll even get to grips with network monitoring and implementing security best practices. By the end of this book, you'll have experience of working with client-server applications, and be able to implement new network programs in C. The code in this book is compatible with the older C99 version as well as the latest C18 and C++17 standards. Special consideration is given to writing robust, reliable, and secure code that is portable across operating systems, including Winsock sockets for Windows and POSIX sockets for Linux and macOS. What you will learn Uncover cross-platform socket programming APIs Implement techniques for supporting IPv4 and IPv6 Understand how TCP and UDP connections work over IP Discover how hostname resolution and DNS work Interface with web APIs using HTTP and HTTPS Acquire hands-on experience with Simple Mail Transfer Protocol (SMTP) Apply network programming to the Internet of Things (IoT) Who this book is for If you're a developer or a system administrator who wants to enter the world of network programming, this book is for you. Basic knowledge of C programming is assumed.

Nine minibooks filling more than 800 pages provide the world's five million-plus Java developers with a basic all-in-one programming reference Covers the recent release of the Java 2 Platform Standard Edition 5.0 and the new J2SE Development Kit 5.0 Starts with beginner topics including getting started with Java, using the Java development platform, and Web programming Expands into more advanced Java fundamentals such as object-oriented programming, working with arrays and collections, and creating user interfaces with Swing

The first novel in Hugo Award-winning author Charles Stross's witty Laundry Files series. Bob Howard is a low-level

techie working for a super-secret government agency. While his colleagues are out saving the world, Bob's under a desk restoring lost data. His world was dull and safe - but then he went and got Noticed. Now, Bob is up to his neck in spycraft, parallel universes, dimension-hopping terrorists, monstrous elder gods and the end of the world. Only one thing is certain: it will take more than a full system reboot to sort this mess out . . .

"Today, no accomplished Excel programmer can afford to be without John's book. The value of Excel 2003 Power Programming with VBA is double most other books-simultaneously the premier reference and best learning tool for Excel VBA." --Loren Abdulezer, Author of Excel Best Practices for Business Everything you need to know about: * Creating stellar UserForms and custom dialog box alternatives * Working with VBA subprocedures and function procedures * Incorporating event-handling and interactions with other applications * Building user-friendly toolbars, menus, and help systems * Manipulating files and Visual Basic components * Understanding class modules * Managing compatibility issues Feel the power of VBA and Excel No one can uncover Excel's hidden capabilities like "Mr. Spreadsheet" himself. John Walkenbach begins this power user's guide with a conceptual overview, an analysis of Excel application development, and a complete introduction to VBA. Then, he shows you how to customize Excel UserForms, develop new utilities, use VBA with charts and pivot tables, create event-handling applications, and much more. If you're fairly new to Excel programming, here's the foundation you need. If you're already a VBA veteran, you can start mining a rich lode of programming ideas right away. CD-ROM Includes * Trial version of the author's award-winning Power Utility Pak * Over one hundred example Excel workbooks from the book System Requirements: PC running Windows 2000 SP3 or later, or Windows XP(TM) or later. Microsoft Excel 2003. See the "What's on the CD" Appendix for details and complete system requirements.

Presents a collection of detailed code recipes that breaks down everyday XSLT problems into manageable chunks. This work enables you learn how to transform XML documents into PDF files, SVG files, and HTML documents.

The Middleware Source Book is the only book of its kind to identify the standards-based interface (programming and protocols) and middleware products that applications developers and systems integrators cannot do without. This unique book contains a detailed examination of each of the following: * Twenty five component services, including Motif, remote procedure call, object brokering, SQL dat access, distributed file systems and directory services. * Two integrated sets of services, such as OSF DCE and personal computing integration services * Six frameworks, including electronic data interchange, management, transaction processing, and workgroup frameworks, which are integrated environments for creating distributed applications. The Middleware Source Book provides application developers and system integrators with the critical information they need to choose appropriate middleware for cost effective implementation of their next

client/server application. John Colonna-Romaro has been an employee at Digital Equipment Corporation since 1977. Since 1992 John has been a member of the Network Application Support Group, which was chartered to deliver middleware software products to customers. John has been using his experience in building distributed information systems to document the middleware software that is so often missing when building a system. Patricia Srite began writing middleware architecture documentation in 1992 and has over 16 year experience writing technical documentation. Pat began her career as a technical writer at Digital Equipment Corporation in 1978. She is now a consulting writer whose portfolio includes software user manuals, architecture standards, services catalogues, hardware systems, and configuration guides, installation guides, and marketing brochures.

Beginning and experienced programmers will use this comprehensive guide to persistent memory programming. You will understand how persistent memory brings together several new software/hardware requirements, and offers great promise for better performance and faster application startup times—a huge leap forward in byte-addressable capacity compared with current DRAM offerings. This revolutionary new technology gives applications significant performance and capacity improvements over existing technologies. It requires a new way of thinking and developing, which makes this highly disruptive to the IT/computing industry. The full spectrum of industry sectors that will benefit from this technology include, but are not limited to, in-memory and traditional databases, AI, analytics, HPC, virtualization, and big data. Programming Persistent Memory describes the technology and why it is exciting the industry. It covers the operating system and hardware requirements as well as how to create development environments using emulated or real persistent memory hardware. The book explains fundamental concepts; provides an introduction to persistent memory programming APIs for C, C++, JavaScript, and other languages; discusses RMDA with persistent memory; reviews security features; and presents many examples. Source code and examples that you can run on your own systems are included. What You'll Learn Understand what persistent memory is, what it does, and the value it brings to the industry Become familiar with the operating system and hardware requirements to use persistent memory Know the fundamentals of persistent memory programming: why it is different from current programming methods, and what developers need to keep in mind when programming for persistence Look at persistent memory application development by example using the Persistent Memory Development Kit (PMDK) Design and optimize data structures for persistent memory Study how real-world applications are modified to leverage persistent memory Utilize the tools available for persistent memory programming, application performance profiling, and debugging Who This Book Is For C, C++, Java, and Python developers, but will also be useful to software, cloud, and hardware architects across a broad spectrum of sectors, including cloud service providers, independent software vendors, high performance compute, artificial intelligence, data

analytics, big data, etc.

The author of the best-selling *Java in a Nutshell* has created an entire book of real-world Java programming examples that you can learn from. If you learn best "by example," this is the book for you. This third edition covers Java 1.4 and contains 193 complete, practical examples: over 21,900 lines of densely commented, professionally written Java code, covering 20 distinct client-side and server-side APIs. It includes new chapters on the Java Sound API and the New I/O API. The chapters on XML and servlets have been rewritten to cover the latest versions of the specifications and to demonstrate best practices for Java 1.4. New and updated examples throughout the book demonstrate many other new Java features and APIs. *Java Examples in a Nutshell* is a companion volume to *Java in a Nutshell*, *Java Foundation Classes in a Nutshell*, and *Java Enterprise in a Nutshell*. It picks up where those quick references leave off, providing a wealth of examples for both novices and experts. This book doesn't hold your hand; it simply delivers well-commented working examples with succinct explanations to help you learn and explore Java and its APIs. *Java Examples in a Nutshell* contains examples that demonstrate: Core APIs, including I/O, New I/O, threads, networking, security, serialization, and reflection Desktop APIs, highlighting Swing GUIs, Java 2D graphics, preferences, printing, drag-and-drop, JavaBeans, applets, and sound Enterprise APIs, including JDBC (database access), JAXP (XML parsing and transformation), Servlets 2.4, JSP 2.0 (JavaServer Pages), and RMI The book begins with introductory examples demonstrating structured and object-oriented programming techniques for new Java programmers. A special index at the end of the book makes it easy to look up examples that use a particular Java class or accomplish a desired task. In between, each chapter includes exercises that challenge readers and suggest further avenues for exploration.

Win32 System Services *The Heart of Windows 98 and Windows 2000* Prentice Hall Professional

This book completes the Apress Java learning journey and is a comprehensive approach to learning Java APIs, extensions, and modules such as Java EE integration, mobile Java modules, JavaFX, and JDBC. In this book, you'll learn how to build user interfaces with Swing and JavaFX as well as how to write network programs with the new Java 9 and much more. *Java APIs, Extensions and Libraries* is for Java programmers who are familiar with the fundamentals of the Java language and Java programming, who are now ready to call upon the power of extended Java functionality available from the huge array of Java APIs, extensions, and libraries. After reading and learning from this book you'll be ready to become a professional Java programmer. What You'll Learn Extend your Java skills beyond the fundamental object-oriented concepts and core language features Apply Java Swing for building Java front ends Get started with Java network programming Connect to databases and access data from Java programs using the JDBC API Work with JavaFX, RMI (Remote Method Invocation), and JNI (Java Native Interface) Use the new scripting features of Java Who This Book Is For Java programmers who are familiar with the fundamentals of the Java language and Java programming.

Vols. for 1970-71 includes manufacturers' catalogs.

This advanced graduate textbook gives an authoritative and insightful description of the major ideas and techniques of public key cryptography.

[Copyright: c4d8f7aed32babf105b4f9a5746ece12](https://www.copyright.com/copyright?id=C4D8F7AED32BABF105B4F9A5746ECE12)