Building Le Apps With Ionic 2 Joshmorony

Learn how to build apps using Apple’s native APIs for the Internet of Things, including the Apple Watch, HomeKit, and Apple Pay. You'll also see how to interface with popular third-party hardware such as the Raspberry Pi, Arduino, and the FitBit family of devices.Program the Internet of Things with Swift and iOS is an update to the previous version and includes all new Swift 4 code. This book is a detailed tutorial that provides a detailed "how" and "why" for each topic, explaining Apple-specific design patterns as they come up and pulling lessons from other popular apps. To help you getting up and running quickly, each chapter is framed within a working project, allowing you to use the sample code directly in your apps. The Internet of Things is not limited to Apple devices alone, so this book also explains how to interface with popular third-party hardware devices, such as the Fitbit and Raspberry Pi, and generic interfaces, like Restful API’s and HTTPS. You'll also review new API's like Face ID and new design considerations, and look more closely at SSL and how to make IoT connected apps more resistant to hackers. The coverage of Apple Watch has been expanded as well. The Internet of Things is waiting — be a part of it! What You'll Learn Use Apple's native IoT Frameworks, such as HealthKit, HomeKit, and FaceID Interact with popular third-party hardware, such as the Raspberry Pi, Arduino, and FitBit Work with real projects to develop skills based in experience Make a smarter IoT with SiriKit and CoreML Who This Book Is For The primary audience for this book are readers who have a grasp of the basics of iOS development and are looking to improve their Internet of Things-specific skills. Intermediate to Advanced level. The secondary audience would be business decision makers (managers, business analysts, executives) who are looking to gain a rough understanding of what is involved in Internet of Things development for iOS.

Drawing on a range of methods from across science and technology studies, digital humanities and digital arts, this book presents a comprehensive view of the big data phenomenon. Big data architectures are increasingly transforming political questions into technical management by determining classificatory systems in the social, educational, and healthcare realms. Data, and their multiple arborisations, have become new epistemic landscapes. They have also become new existential terrains. The fundamental question is: can big data be seen as a new medium in the way photography or film were when they first appeared? No new medium is ever truly new. It’s always remediation of older media. What is new is the medium’s re-articulation of the difference between here and there, before and after, yours and mine, knowable and unknowable, possible and impossible. This transdisciplinary volume, incorporating cultural and media theory, art, philosophy, history, and political philosophy is a key resource for readers interested in digital humanities, cultural, and media studies.

This book represents an applied, up-to-date work on RRI developments and their potential positive impact on societies. The societal challenges of the 21st century require the ability to integrate the knowledge and expertise of different societal actors, using more innovative, efficient and open approaches. Educational methodologies are in perpetual development in their attempt to provide tentative answers to three ever-changing digital age challenges: the challenge of speed, the challenge of form/at and the challenge of persistency. The current book aims to address these issues by presenting relevant case studies in the field of art, science and giving value to territory that, by the means of projects and initiatives using RRI consistent methodologies, have succeeded in their attempt to: preserve and valorise cultural heritage by using digital storytelling or crowddreaming methodology, develop educational strategies grounded on RRI and Open Schooling principles, contribute to new ways of thinking in the school environment by using RRI and promote gender equality and stimulate critical reflections on women's role in science by the means of storytelling and RRI concepts.

Why simply play music or go online when you can use your iPhone or iPad for some really fun

projects, such as building a metal detector, hacking a radio control truck, or tracking a model rocket in flight? Learn how to build these and other cool things by using iOS device sensors and inexpensive hardware such as Arduino and a Bluetooth Low Energy (LE) Shield. This hands-on book shows you how to write simple applications with techBASIC, an Apple-approved development environment that runs on iOS devices. By using code and example programs built into techBASIC, you'll learn how to write apps directly on your Apple device and have it interact with other hardware. Build a metal detector with the iOS magnetometer Use the HiJack hardware platform to create a plant moisture sensor Put your iPhone on a small rocket to collect acceleration and rotation data Hack a radio control truck with Arduino and Bluetooth LE Create an arcade game with an iPad controller and two iPhone paddles Control a candy machine with an iOS device, a micro servo, and a WiFi connection
Become a developer superhero and build stunning cross-platform apps with Delphi About This Book A one-stop guide on Delphi to help you build cross-platform apps This book covers important concepts such as the FireMonkey library, shows you how to interact with the Internet of Things, and enables you to integrate with Cloud services The code is explained in detail with observations on how to create native apps for Ios and Android with a single code base Who This Book Is For If you want to create stunning applications for mobile, desktop, the cloud, and the Internet of Things, then this book is for you. This book is for developers who would like to build native cross-platform apps with a single codebase for iOS and Android. A basic knowledge of Delphi is assumed, although we do cover a primer on the language. What You Will Learn Understand the basics of Delphi and the FireMonkey application platform as well as the specifics of Android and iOS platforms Complete complex apps quickly with access to platform features and APIs using a single, easy-to-maintain code base Work with local data sources, including embedded SQL databases, REST servers, and Backend-as-a-Service providers Take full advantage of mobile hardware capabilities by working with sensors and Internet of Things gadgets and devices Integrate with cloud services and data using REST APIs and scalable multi-tier frameworks for outstanding multi-user and social experience Architect and deploy powerful mobile back-end services and get super-productive by leveraging Delphi IDE agile functionality Get to know the best practices for writing a high-quality, reliable, and maintainable codebase in the Delphi Object Pascal language In Detail Delphi is the most powerful Object Pascal IDE and component library for cross-platform native app development. It enables building natively compiled, blazingly fast apps for all major platforms including Android, iOS, Windows, Mac, and Linux. If you want to build server-side applications, create web services, and have clear GUIs for your project, then this book is for you. The book begins with a basic primer on Delphi helping you get accustomed to the IDE and the Object Pascal language and will then quickly move on to advanced-level concepts. Through this book, we'll help you understand the architecture of applications and will teach you the important concepts of the FireMonkey library, show you how to build server-side services, and enable you to interact with the Internet of Things. Towards the end, you will learn to integrate your app with various web services and deploy them. By the end of the book, you will be able to build powerful, cross-platform, native apps for iOS and Android with a single code base. Style and approach This book will help you build cross-platform mobile apps with Delphi using a step-by-step approach.
Build robust and highly scalable web applications with Google App Engine About This Book Get an in-depth look at how Google App Engine works under the hood Design and model your application around Google's highly scalable distributed NoSQL datastore to unlock its full potential A comprehensive guide to ensure your mastery of Google App Engine Who This Book Is For If you have been developing web applications in Python or any other dynamic language but have always wondered how to write highly scalable web applications without getting into system administration and other plumbing, then this is the book for you. No

experience in writing scalable applications is required. What You Will Learn Scale and develop your applications with Google App Engine's runtime environment Get to grips with request handling mechanism and write request handlers Deep dive into Google's distributed NoSQL and highly scalable datastore and design your application around it Implement powerful search with scalable datastore Perform long-running tasks in the background using task queues Write compartmentalized apps using multi tenancy, memcache, and other Google App Engine runtime services Handle web requests using the CGI, WSGI, and multi-threaded configurations Deploy, tweak, and manage apps in production on Google App Engine In Detail Developing web applications that serve millions of users is no easy task, as it involves a number of configurations and administrative tasks for the underlying software and hardware stack. This whole configuration requires not only expertise, but also a fair amount of time as well. Time that could have been spent on actual application functionality. Google App Engine allows you develop highly scalable web applications or backends for mobile applications without worrying about the system administration plumbing or hardware provisioning issues. Just focus writing on your business logic, the meat of the application, and let Google's powerful infrastructure scale it to thousands of requests per second and millions of users without any effort on your part. This book takes you from explaining how scalable applications work to designing and developing robust scalable web applications of your own, utilizing services available on Google App Engine. Starting with a walkthrough of scalability is and how scalable web applications work, this book introduces you to the environment under which your applications exist on Google App Engine. Next, you will learn about Google's datastore, which is a massively scalable distributed NoSQL solution built on top of BigTable. You will examine the BigTable concepts and operations in detail and reveal how it is used to build Google datastore. Armed with this knowledge, you will then advance towards how to best model your data and query that along with transactions. To augment the powerful distributed dataset, you will deep dive into search functionality offered on Google App Engine. With the search and storage sorted out, you will get a look into performing long running tasks in the background using Google App Engine task queues along with sending and receiving emails. You will also examine the memcache to boost web application performance, image processing for common image manipulation tasks. You will then explore uploading, storing, and serving large files using Blobstore and Cloud storage. Finally, you will be presented with the deployment and monitoring of your applications in production along with a detailed look at dividing applications into different working modules. Style and approach This book is an in-depth guide where you will examine the problems in the context of highly scalable web applications. This book will take you through the libraries, services, and required configuration and finally puts everything together into a small web application that showcases all the capabilities of Google App Engine.
This book presents 09 keynote and invited lectures and 177 technical papers from the 4th International Conference on Geotechnics for Sustainable Infrastructure Development, held on 28-29 Nov 2019 in Hanoi, Vietnam. The papers come from 35 countries of the five different continents, and are grouped in six conference themes: 1) Deep Foundations; 2) Tunnelling and Underground Spaces; 3) Ground Improvement; 4) Landslide and Erosion; 5) Geotechnical Modelling and Monitoring; and 6) Coastal Foundation Engineering. The keynote lectures are devoted by Prof. Harry Poulos (Australia), Prof. Adam Bezuijen (Belgium), Prof. Delwyn Fredlund (Canada), Prof. Lidija Zdravkovic (UK), Prof. Masaki Kitazume (Japan), and Prof. Mark Randolph (Australia). Four invited lectures are given by Prof. Charles Ng, ISSMGE President, Prof.Eun Chul Shin, ISSMGE Vice-President for Asia, Prof. Norikazu Shimizu (Japan), and Dr.Kenji Mori (Japan).

This updated and expanded second edition of the Artech House bestseller, Inside Bluetooth Low Energy, presents the recent developments within the Bluetooth

Core Specifications 4.1 and 4.2. This new edition explores both Internet of Things (IoT) and Bluetooth Low Energy (LE) in one single flow and demonstrates how this technology is very well suited for IoT implementations. The book covers all the advances within the new specifications including Bluetooth LE enhanced power efficiency, faster connections, and enhanced privacy and security. Developed for ultra-low power devices, such as heart rate monitors, thermometers, and sensors, Bluetooth LE is one of the latest, most exciting enhancements to Bluetooth technology. This cutting-edge book presents an easy-to-understand, broad-based explanation of Bluetooth LE, its building blocks and how they all come together. Packed with examples and practical scenarios, the book helps readers rapidly gain a clear, solid understanding of Bluetooth LE in order to work more effectively with its specification. This book explores the architecture of the Bluetooth LE stack and functionality of its layers and includes a broad view of the technology, identifies the various building blocks, and explains how they come together. Readers will also find discussions on Bluetooth basics, providing the background information needed to master Bluetooth LE. Learn to rapidly build and deploy cross-platform applications from a single codebase with practical, real-world solutions using the mature Delphi 10.4 programming environment Key Features Implement Delphi's modern features to build professional-grade Windows, web, mobile, and IoT applications and powerful servers Become a Delphi code and project guru by learning best practices and techniques for cross-platform development Deploy your complete end-to-end application suite anywhere Book Description Delphi is a strongly typed, event-driven programming language with a rich ecosystem of frameworks and support tools. It comes with an extensive set of web and database libraries for rapid application development on desktop, mobile, and internet-enabled devices. This book will help you keep up with the latest IDE features and provide a sound foundation of project management and recent language enhancements to take your productivity to the next level. You'll discover how simple it is to support popular mobile device features such as sensors, cameras, and GPS. The book will help you feel comfortable working with FireMonkey and styles and incorporating 3D user interfaces in new ways. As you advance, you'll be able to build cross-platform solutions that not only look native but also take advantage of a wide array of device capabilities. You'll also learn how to use embedded databases, such as SQLite and InterBase ToGo, synchronizing them with your own custom backend servers or modules using the powerful RAD Server engine. The book concludes by sharing tips for testing and deploying your end-to-end application suite for a smooth user experience. By the end of this book, you'll be able to deliver modern enterprise applications using Delphi confidently. What you will learn Discover the latest enhancements in the Delphi IDE Overcome the barriers that hold you back from embracing cross-platform development Become fluent with FireMonkey controls, styles, LiveBindings, and 3D objects Build Delphi packages to extend RAD Server or modularize your applications Use FireDAC to

get quick and direct access to any data Leverage IoT technologies such as Bluetooth and Beacons and learn how to put your app on a Raspberry Pi Enable remote apps with backend servers on Windows and Linux through REST APIs Develop modules for IIS and Apache web servers Who this book is for This book is for Delphi developers interested in expanding their skillset beyond Windows programming by creating professional-grade applications on multiple platforms, including Windows, Mac, iOS, Android, and back-office servers. You'll also find this book useful if you're a developer looking to upgrade your knowledge of Delphi to keep up with the latest changes and enhancements in this powerful toolset. Some Delphi programming experience is necessary to make the most out of this book.

Discover the most important new features that the latest version of Microsoft Word 2016 has to offer with the focused approach found in MICROSOFT OFFICE 365 & WORD 2016: INTRODUCTORY. This new edition is part of the acclaimed Shelly Cashman Series that has effectively introduced computer skills to millions. MICROSOFT OFFICE 365 & WORD 2016: INTRODUCTORY continues the Series' strong history of innovation with an enhanced learning approach to address the varied learning styles of today's readers. A trademark step-by-step, screen-by-screen approach encourages readers to expand their understanding of Microsoft Word 2016 through experimentation, critical thought, and personalization. This new edition promises to engage, improve retention, and prepare readers for success with Microsoft Word 2016. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

In just 24 sessions of one hour or less, learn how to build powerful apps for the world's most popular mobile platform: Android. Using this book's straightforward, step-by-step approach, you'll build complete Android 5 apps from the ground up with Android Studio. As you do, you'll master key skills for designing, developing, and publishing meaningful apps of your own. Extensively updated for Android 5's newest capabilities, every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Highlights of this new Fourth Edition include Extensive new coverage: Android 5 (Lollipop), Android Studio, and Material Design; plus Android M early preview A laser focus on modern Android essentials, including activities, intents, resources, and background processing New Android 5 features for Android TV and Android Wear Complete Android Studio projects in nearly every chapter Learn how to… Use the powerful new Android Studio development environment Build layouts that automatically display properly on any device Craft more dynamic, intuitive apps with Google's new material design language Display the right information at the right time with ListViews and adapters Make apps more responsive with background processes Add sophisticated navigation with action toolbars and slide-out menus Integrate images and media into your apps Save data for your app and create public files that can be used by anyone Access the cloud to

download and parse JSON data Use SQLite and content providers to create responsive, data-driven apps Create, update, and cancel notifications Start developing Android Wearable and TV apps Use Google Play Services to add location, mapping, and more Package and publish apps to Google Play and other markets

The last decade has been one of dramatic progress in the field of Natural Language Processing (NLP). This hitherto largely academic discipline has found itself at the center of an information revolution ushered in by the Internet age, as demand for human-computer communication and information access has exploded. Emerging applications in computer-assisted information production and dissemination, automated understanding of news, understanding of spoken language, and processing of foreign languages have given impetus to research that resulted in a new generation of robust tools, systems, and commercial products. This volume focuses on the use of Natural Language Processing (NLP) in Information Retrieval, the technology that grew out of library research to become our best hope in dealing with today's information overload. The book gives a broad overview of the work being done at the junction of these two important fields, and suggests directions for future explorations. It is organized into two loosely structured parts: The first part, consisting of Chapters 1 through 7, discusses research systems and evaluations that represent major avenues where the impact of NLP technologies in information retrieval is being explored. The second part (Chapters 8 through 14) describes specific implementations and prototypes of information systems where NLP techniques are used or proposed to assist in accurate retrieval, text categorization, question answering, and in organizing the results for the user. Audience: This book will be a valuable reference to researchers and practitioners in the fields of Natural Language Processing, Information Retrieval, and Computational Linguistics.

The six-volume set LNCS 10404-10409 constitutes the refereed proceedings of the 17th International Conference on Computational Science and Its Applications, ICCSA 2017, held in Trieste, Italy, in July 2017. The 313 full papers and 12 short papers included in the 6-volume proceedings set were carefully reviewed and selected from 1052 submissions. Apart from the general tracks, ICCSA 2017 included 43 international workshops in various areas of computational sciences, ranging from computational science technologies to specific areas of computational sciences, such as computer graphics and virtual reality. Furthermore, this year ICCSA 2017 hosted the XIV International Workshop On Quantum Reactive Scattering. The program also featured 3 keynote speeches and 4 tutorials.

Leverage the framework of visionaries to innovate, disrupt, and ultimately succeed as an entrepreneur The Lean Entrepreneur, Second Edition banishes the "Myth of the Visionary" and shows you how you can implement proven, actionable techniques to create products and disrupt existing markets on your way to entrepreneurial success. The follow-up to the New York Times bestseller,

this great guide combines the concepts of customer insight, rapid experimentation, and actionable data from the Lean Startup methodology to allow individuals, teams, or even entire companies to solve problems, create value, and ramp up their vision quickly and efficiently. The belief that innovative outliers like Steve Jobs and Bill Gates have some super-human ability to envision the future and build innovative products to meet needs that have yet to arise is a fallacy that too many fall prey to. This 'Myth of the Visionary' does nothing but get in the way of talented managers, investors, innovators, and entrepreneurs. Taking a proven, measured approach, The Lean Entrepreneur will have you engaging customers, reducing time to market and budgets, and stressing your organization's focus on the power of loyal customers to build powerhouse new products and companies. This guide will show you how to: Apply actionable tips and tricks from successful lean entrepreneurs with proven track records Leverage the Innovation Spectrum to disrupt markets and create altogether new markets Use minimum viable products to drive strategy and conduct efficient market testing Quickly develop cross-functional innovation teams to overcome typical startup roadblocks The Lean Entrepreneur is your complete guide to getting your startup moving in the right direction quickly and hyper-efficiently.

With more than 600 million iOS devices sold, Apple's booming mobile platform provides a immense and continuously growing app market for developers. And with each update to the iOS SDK, Apple offers the richest set of additional developer tools. iOS 7.0 is no exception. iOS programming expert Richard Warren shows you how to use these powerful tools to begin writing the next generation of iOS apps. You will hone your development skills by creating a complete, full-featured mobile application. You'll learn to build an intuitive and beautiful user interface, beginning with linking View Controllers in the Storyboard and then adding custom drawn views. Next, you will learn how to use iCloud storage and Core Data to manage an app's data model, synchronizing data across multiple devices. Then you will learn ways to make your app stand out, using more advanced iOS techniques like UIKit Dynamics and UIMotionEffects. Finally, Richard shows you how to prepare your app for submission to the App Store, getting it in front of iOS users around the world. This book includes: Real-world guidance and advice Insight into the current best practices from an iOS programming expert An essential introduction to the Objective-C language and Cocoa design patterns Coverage of key iOS 7.0 technologies, including the asset catalog, dynamic fonts, UIKit Dynamics, UIMotionEffects, Sprite Kit, and more.

This book provides readers with detailed coverage of the documents generated during the building construction process. Introducing readers to the major participants and their responsibilities to the documents commonly produced during the design and construction of a building, the First Edition focuses on the origin and format—which documents are used and why, how documents are used in the real world, and how they work together as a system, which ties the whole process together. For professionals with a career or interest in residential construction, construction law, commercial construction, construction claims, and/or construction management.

Get ready to create killer apps for iPad and iPhone on the new iOS 7! With Apple's introduction of iOS 7, demand for developers who know the new iOS will be high. You need in-depth information about the new characteristics and capabilities of iOS 7, and that's what you'll find in this book. If you have experience with C or C++, this guide will show you how to create amazing apps for iPhone, iPad, and iPod touch. You'll also learn to maximize your programs

for mobile devices using iPhone SDK 7.0. Advanced topics such as security services, running on multiple iPlatforms, and local networking with Core Bluetooth are also covered. Prepares experienced developers to create great apps for the newest version of Apple's iOS Thoroughly covers the serious capabilities of iOS 7; information you need in order to make your apps stand out Delves into advanced topics including how to control multitasking, security services, running apps on multiple iPlatforms and iDevices, enabling in-app purchases, advanced text layout, and building a core foundation Also covers REST, advanced GCD, internationalization and localization, and local networking with Core Bluetooth iOS 7 Programming: Pushing the Limits will help you develop applications that take full advantage of everything iOS 7 has to offer.

From the Reviews "[This book] contains an excellent blend of both Shiny-specific topics ... and practical advice from software development that fits in nicely with Shiny apps. You will find many nuggets of wisdom sprinkled throughout these chapters...." Eric Nantz, Host of the R-Podcast and the Shiny Developer Series (from the Foreword) "[This] book is a gradual and pleasant invitation to the production-ready shiny apps world. It ...exposes a comprehensive and robust workflow powered by the {golem} package. [It] fills the not yet covered gap between shiny app development and deployment in such a thrilling way that it may be read in one sitting.... In the industry world, where processes robustness is a key toward productivity, this book will indubitably have a tremendous impact." David Granjon, Sr. Expert Data Science, Novartis Presented in full color, Engineering Production-Grade Shiny Apps helps people build production-grade shiny applications, by providing advice, tools, and a methodology to work on web applications with R. This book starts with an overview of the challenges which arise from any big web application project: organizing work, thinking about the user interface, the challenges of teamwork and the production environment. Then, it moves to a step-by-step methodology that goes from the idea to the end application. Each part of this process will cover in detail a series of tools and methods to use while building production-ready shiny applications. Finally, the book will end with a series of approaches and advice about optimizations for production. Features Focused on practical matters: This book does not cover Shiny concepts, but practical tools and methodologies to use for production. Based on experience: This book is a formalization of several years of experience building Shiny applications. Original content: This book presents new methodologies and tooling, not just a review of what already exists. Engineering Production-Grade Shiny Apps covers medium to advanced content about Shiny, so it will help people that are already familiar with building apps with Shiny, and who want to go one step further.

If you are a Python developer, whether you have experience in web applications development or not, and want to rapidly deploy a scalable backend service or a modern web application on Google App Engine, then this book is for you.

Includes separately paged "Junior union section."

Build rich media applications for the iOS and Android platforms with this primer to Flash mobile development. You get all of the essentials-from setting up your development environment to publishing your apps to the Google Market Place/Apple iTunes App Store. Develop elementary applications without coding; then realize the power of ActionScript 3 to add rich complexity to your applications. Step-by-step instruction is combined with practical tutorial lessons to deliver a working understanding of the development stages including: *Rapid prototyping *Adding interactivity, audio, and video *Employing iOS and Android Interface Calls *Hardware optimization with AIR *Game development; game engines, controlling physics, and 3D *Designing for iPad, Android tablets, and Google TV *Code optimization, testing, and debugging User interfaces are presented in full color to illustrate their nuances. The companion website, www.visualizetheweb/flashmobile, includes all of the AS3 code, project files, and a blog to keep you up to date with related news and developments.

Describes developments in the areas of meteorology, aerodynamics and structural engineering, which effects the wind on buildings and structures.
NeoPopRealism Journal and Wonderpedia founded by Nadia Russ in 2007 (N.J.) and 2008 (W.). Wonderpedia is dedicated to books published all over the globe after year 2000, offering the books' reviews.
Creating Cross-Platform C# Applications with Uno shows you how the Uno Platform helps developers familiar with developing Windows apps build applications for all operating systems and browsers. By learning how to develop apps for various business scenarios, you'll gain the confidence and knowledge needed to create your own cross-platform app.
Get up to speed with core PostgreSQL tasks such as database administration, application development, database performance monitoring, and database testing Key Features Build real-world enterprise database management systems using Postgres 12 features Explore the development, administrative and security aspects of PostgreSQL 12 Implement best practices from industry experts to build powerful database applications Book Description PostgreSQL is an open-source object-relational database management system (DBMS) that provides enterprise-level services, including high performance and scalability. This book is a collection of unique projects providing you with a wealth of information relating to administering, monitoring, and testing PostgreSQL. The focus of each project is on both the development and the administrative aspects of PostgreSQL. Starting by exploring development aspects such as database design and its implementation, you'll then cover PostgreSQL administration by understanding PostgreSQL architecture, PostgreSQL performance, and high-availability clusters. Various PostgreSQL projects are explained through current technologies such as DevOps and cloud platforms using programming languages like Python and Node.js. Later, you'll get to grips with the well-known database API tool, PostgREST, before learning how to use popular PostgreSQL database testing frameworks. The book is also packed with essential tips and tricks and common patterns for working seamlessly in a production environment. All the chapters will be explained with the help of a real-world case study on a small banking application for managing ATM locations in a city. By the end of this DBMS book, you'll be proficient in building reliable database solutions as per your organization's needs. What you will learn Set up high availability PostgreSQL database clusters in the same containment, a cross-containment, and on the cloud Monitor the performance of a PostgreSQL database Create automated unit tests and implement test-driven development for a PostgreSQL database Develop PostgreSQL apps on cloud platforms using DevOps with Python and Node.js Write robust APIs for PostgreSQL databases using Python programming, Node.js, and PostgREST Create a geospatial database using PostGIS and PostgreSQL Implement automatic configuration by Ansible and Terraform for Postgres Who this book is for This PostgreSQL book is for database developers, database administrators, data architects, or anyone who wants to build end-to-end database projects using Postgres. This book will also appeal to software engineers, IT technicians, computer science researchers, and university students who are interested in database development and administration. Some familiarity with PostgreSQL and Linux is required to grasp the concepts covered in the book effectively.
Android Studio Arctic Fox Essentials - Kotlin EditionDeveloping Android Apps Using

Android Studio 2020.31 and KotlineBookFrenzy

Fully updated for Android Studio Arctic Fox, the goal of this book is to teach the skills necessary to develop Android-based applications using the Kotlin programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an Android development and testing environment followed by an introduction to programming in Kotlin including data types, control flow, functions, lambdas, and object-oriented programming. An overview of Android Studio is included covering areas such as tool windows, the code editor, and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. Chapters are also included covering the Android Architecture Components including view models, lifecycle management, Room database access, the Database Inspector, app navigation, live data, and data binding. More advanced topics such as intents are also covered, as are touch screen handling, gesture recognition, and the recording and playback of audio. This edition of the book also covers printing, transitions, cloud-based file storage, and foldable device support. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers, and collapsing toolbars. Other key features of Android Studio Arctic Fox and Android are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, MotionLayout Editor, view binding, constraint chains, barriers, and direct reply notifications. Chapters also cover advanced features of Android Studio such as App Links, Dynamic Delivery, Gradle build configuration, and submitting apps to the Google Play Developer Console. Assuming you already have some programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac, or Linux system, and have ideas for some apps to develop, you are ready to get started.

Develop Robust Modern Web Applications with Oracle Application Express. Covers APEX 5.1. Easily create data-reliant web applications that are reliable, scalable, dynamic, responsive, and secure using the detailed information contained in this Oracle Press guide. Oracle Application Express (APEX): Build Powerful Data-Centric Web Apps with APEX features step-by-step application development techniques, real-world coding examples, and best practices. You will find out how to work with the App Builder and Page Designer, use APEX themes (responsive and mobile included), templates and wizards, and design and deploy custom web apps. New and updated features in APEX 5.0/5.1 are thoroughly covered and explained. • Understand APEX concepts and programming fundamentals • Plan and control the development cycle, using HLD techniques • Use APEX themes and templates, including Universal Theme • Use APEX wizards to rapidly build forms and reports on database tables • Build modern, dynamic, and interactive user interface using the Page Designer • Increase user experience using Dynamic Actions (Ajax included) • Build and utilize the new APEX 5.1 Interactive Grid • Implement App Logic with APEX computations, validations, and processes • Use (automatic) built-in and manual DML to manipulate your data • Handle security at browser, application, and database levels • Successfully deploy the developed APEX apps

Special Edition Using Visual C++.NET is a comprehensive resource to help readers leverage the exciting new features of Visual C++.NET as well as port

their existing skills to the new .NET development environment. The book shows how both Win32 and .NET applications work, not only instructing the reader in the use of Microsoft's Visual C++ wizards, but also showing what the wizards create. A variety of programming tasks from simple dialog boxes to database and Internet programming are included. Because of the new .NET platform developers in any of 17 languages (including Visual C++) will use the same class libraries to construct high-performance applications. SE Using Visual C++.NET will not only cover the new version of the software but also how to get maximum programming results from combining several languages into one project. Related technologies such as XML and XSLT are also covered, along with integrating Visual C++ code with Visual Basic and C# code.

Pro Android Wearables details how to design and build Android Wear apps for new and unique Android wearable device types, such as Google Android smartwatches, which use the new WatchFaces API, as well as health-monitoring features and other cool features such as altimeters and compasses. It's time to take your Android 5 Wear application development skills and experience to the next level and get exposure to a whole new world of hardware. As smartwatches continue to grab major IoT headlines, there is a growing interest in building Android apps that run on these wearables, which are now being offered by dozens of major manufacturers. This means more revenue earning opportunity for today's indie app developers. Additionally, this book provides new media design concepts which relate to using media assets, as well as how to optimize Wear applications for low-power, single-core, dual-core or quad-core CPUs, and how to use the IntelliJ Android Studio IDE, and the Android device emulators for popular new wearable devices.

Fully updated for Android Studio Arctic Fox, the goal of this book is to teach the skills necessary to develop Android-based applications using the Java programming language. An overview of Android Studio is included covering areas such as tool windows, the code editor, and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. Chapters are also included covering the Android Architecture Components including view models, lifecycle management, Room database access, the Database Inspector, app navigation, live data, and data binding. More advanced topics such as intents are also covered, as are touch screen handling, gesture recognition, and the recording and playback of audio. This edition of the book also covers printing, transitions, cloud-based file storage, and foldable device support. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers, and collapsing toolbars. Other key features of Android Studio Arctic Fox and Android are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, MotionLayout Editor, view binding, constraint chains, barriers, and direct reply notifications.

Chapters also cover advanced features of Android Studio such as App Links, Dynamic Delivery, Gradle build configuration, and submitting apps to the Google Play Developer Console. Assuming you already have some programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac, or Linux system, and ideas for some apps to develop, you are ready to get started.