List Of Java Keywords Wikipedia

Deep learning methods are achieving state-of-the-art results on challenging machine learning problems such as describing photos and translating text from one language to another. In this new laser-focused Ebook, finally cut through the math, research papers and patchwork descriptions about natural language processing. Using clear explanations, standard Python libraries and step-by-step tutorial lessons you will discover what natural language processing is, the promise of deep learning in the field, how to clean and prepare text data for modeling, and how to develop deep learning models for your own natural language processing projects. Summary Grokking Algorithms is a fully illustrated, friendly guide that teaches you how to apply common algorithms to the practical problems you face every day as a programmer. You'll start with sorting and searching and, as you build up your skills in thinking algorithmically, you'll tackle more complex concerns such as data compression and artificial intelligence. Each carefully presented example includes helpful diagrams and fully annotated code samples in Python. Learning about algorithms doesn't have to be boring! Get a sneak peek at the fun, illustrated, and friendly examples you'll find in Grokking Algorithms on Manning Publications' YouTube channel. Continue your journey into the world of algorithms with Algorithms in Motion, a practical, hands-on video course available exclusively at Manning.com (www.manning.com/livevideo/algorithms-?in-motion). Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology An algorithm is nothing more than a step-by-step procedure for solving a problem. The algorithms you'll use most often as a programmer have already been discovered, tested,

and proven. If you want to understand them but refuse to slog through dense multipage proofs, this is the book for you. This fully illustrated and engaging guide makes it easy to learn how to use the most important algorithms effectively in your own programs. About the Book Grokking Algorithms is a friendly take on this core computer science topic. In it, you'll learn how to apply common algorithms to the practical programming problems you face every day. You'll start with tasks like sorting and searching. As you build up your skills, you'll tackle more complex problems like data compression and artificial intelligence. Each carefully presented example includes helpful diagrams and fully annotated code samples in Python. By the end of this book, you will have mastered widely applicable algorithms as well as how and when to use them. What's Inside Covers search, sort, and graph algorithms Over 400 pictures with detailed walkthroughs Performance trade-offs between algorithms Python-based code samples About the Reader This easy-to-read, picture-heavy introduction is suitable for self-taught programmers, engineers, or anyone who wants to brush up on algorithms. About the Author Aditya Bhargava is a Software Engineer with a dual background in Computer Science and Fine Arts. He blogs on programming at adit.io. Table of Contents Introduction to algorithms Selection sort Recursion Quicksort Hash tables Breadth-first search Dijkstra's algorithm Greedy algorithms Dynamic programming K-nearest neighbors

How do today's most successful tech companies—Amazon, Google, Facebook, Netflix, Tesla—design, develop, and deploy the products that have earned the love of literally billions of people around the world? Perhaps surprisingly, they do it very differently than the vast majority of tech companies. In INSPIRED, technology product management thought leader Marty Cagan provides readers with a master class in how to structure and staff a vibrant and

successful product organization, and how to discover and deliver technology products that your customers will love—and that will work for your business. With sections on assembling the right people and skillsets, discovering the right product, embracing an effective yet lightweight process, and creating a strong product culture, readers can take the information they learn and immediately leverage it within their own organizations—dramatically improving their own product efforts. Whether you're an early stage startup working to get to product/market fit, or a growth-stage company working to scale your product organization, or a large, long-established company trying to regain your ability to consistently deliver new value for your customers, INSPIRED will take you and your product organization to a new level of customer engagement, consistent innovation, and business success. Filled with the author's own personal stories—and profiles of some of today's most-successful product managers and technology-powered product companies, including Adobe, Apple, BBC, Google, Microsoft, and Netflix—INSPIRED will show you how to turn up the dial of your own product efforts, creating technology products your customers love. The first edition of INSPIRED, published ten years ago, established itself as the primary reference for technology product managers, and can be found on the shelves of nearly every successful technology product company worldwide. This thoroughly updated second edition shares the same objective of being the most valuable resource for technology product managers, yet it is completely new—sharing the latest practices and techniques of today's most-successful tech product companies, and the men and women behind every great product.

Looks at the principles and clean code, includes case studies showcasing the practices of writing clean code, and contains a list of heuristics and "smells" accumulated from the process

of writing clean code.

Take the guesswork out of using regular expressions. With more than 140 practical recipes, this cookbook provides everything you need to solve a wide range of real-world problems. Novices will learn basic skills and tools, and programmers and experienced users will find a wealth of detail. Each recipe provides samples you can use right away. This revised edition covers the regular expression flavors used by C#, Java, JavaScript, Perl, PHP, Python, Ruby, and VB.NET. You'll learn powerful new tricks, avoid flavor-specific gotchas, and save valuable time with this huge library of practical solutions. Learn regular expressions basics through a detailed tutorial Use code listings to implement regular expressions with your language of choice Understand how regular expressions differ from language to language Handle common user input with recipes for validation and formatting Find and manipulate words, special characters, and lines of text Detect integers, floating-point numbers, and other numerical formats Parse source code and process log files Use regular expressions in URLs, paths, and IP addresses Manipulate HTML, XML, and data exchange formats Discover little-known regular expression tricks and techniques

Provides information on how to make more interactive, engaging, and usable Web pages with JavaScript and jQuery, covering core programming concepts in both and such techniques as animation, form validation, and interactive galleries.

This book presents the proceedings of the 3rd International Conference of Reliable Information and Communication Technology 2018 (IRICT 2018), which was held in Kuala Lumpur, Malaysia, on July 23–24, 2018. The main theme of the conference was "Data Science, AI and IoT Trends for the Fourth Industrial Revolution." A total of 158 papers were submitted to the

conference, of which 103 were accepted and considered for publication in this book. Several hot research topics are covered, including Advances in Data Science and Big Data Analytics, Artificial Intelligence and Soft Computing, Business Intelligence, Internet of Things (IoT) Technologies and Applications, Intelligent Communication Systems, Advances in Computer Vision, Health Informatics, Reliable Cloud Computing Environments, Recent Trends in Knowledge Management, Security Issues in the Cyber World, and Advances in Information Systems Research, Theories and Methods.

Save time and trouble when using Scala to build object-oriented, functional, and concurrent applications. With more than 250 ready-to-use recipes and 700 code examples, this comprehensive cookbook covers the most common problems you'll encounter when using the Scala language, libraries, and tools. It's ideal not only for experienced Scala developers, but also for programmers learning to use this JVM language. Author Alvin Alexander (creator of DevDaily.com) provides solutions based on his experience using Scala for highly scalable, component-based applications that support concurrency and distribution. Packed with real-world scenarios, this book provides recipes for: Strings, numeric types, and control structures Classes, methods, objects, traits, and packaging Functional programming in a variety of situations Collections covering Scala's wealth of classes and methods Concurrency, using the Akka Actors library Using the Scala REPL and the Simple Build Tool (SBT) Web services on both the client and server sides Interacting with SQL and NoSQL databases Best practices in Scala development

Please note that the content of this book primarily consists of articles available

from Wikipedia or other free sources online. Pages: 136. Chapters: Java programming language, Java Virtual Machine, James Gosling, Comparison of Java and C++, Java applet, Godiva, Comparison of C Sharp and Java, Java syntax, Comparison of the Java and .NET platforms, OpenJDK, Quark Framework, Name mangling, Apache Harmony, List of Java keywords, Scala, Associacio d'Usuaris de Java de Catalunya, Swing, Java collections framework, Java 4K Game Programming Contest, JavaFX, New I/O, Generics in Java, AgentSheets, Java Class Library, Electronic Disturbance Theater, Processing, TeachScheme!, Clone, AspectJ, Groovy, Criticism of Java, Java Classloader, Java annotation, JavaFX Script, Java Development Kit, Interface, Plain Old Java Object, Mirah, Java package, Final, Oak, Inner class, Facelets, CookXml, J Sharp, Pluggable look and feel, Object type, Patrick Naughton, Michael Kolling, Ateji PX, Java hashCode(), .properties, Java: View Technologies and Frameworks, Internet Foundation Classes, Java concurrency, Event dispatching thread, Restlet, Judoscript, Strictfp, String Buffer, Xerlin, SLAMD, Primitive wrapper class, Head First, Elastic Path, Constant interface, Synth Look and Feel, Real time Java, Java/Wildcard, Gosu, SwingLabs, CJAN, Parboiled, JAMWiki, Jasmin, Java resource bundle, Threads in the Java programming language, Bruno Souza, SLF4J, JGroups, Unified Expression Language, REPLAY,

BeanShell, FormEngine, XStream, Pnuts, Java TV, Marker interface pattern, Javac, KonaKart, Todd Greanier, Bean Scripting Framework, Learning Based Java, Pizza, Java Work Framework, Java compiler, Sun Web Developer Pack, GlassFish Metro, StormMQ, Jikes, JAD, Static import, Chainsaw, Jim Hugunin, Bistro, Retrotranslator, Automated exception handling, Project Semplice, PHP/Java Bridge, Deterministic Parallel Java, The Java Posse, Jfig, JExamples, ActiveJDBC, Nice, JScheme, JnSynch, Flow Java, Java...

This comprehensive resource, shows you everything you need to develop, compile, debug, and run Java programs. This expert guide has been updated for Java Platform Standard Edition 6 (Java SE 6) and offers complete coverage of the Java language, its syntax, keywords, and fundamental programming principles. Also find information on Java's key API libraries, learn to create applets and servlets, and use JavaBeans. The author has even included expanded coverage of Swing--the toolkit that defines the look and feel of the modern Java GUI.

With over 50,000 distinct species in sub-Saharan Africa alone, the African continent is endowed with an enormous wealth of plant resources. While more than 25 percent of known species have been used for several centuries in traditional African medicine for the prevention and treatment of diseases, Africa

remains a minor player in the global natural products market largely due to lack of practical information. This updated and expanded second edition of the Handbook of African Medicinal Plants provides a comprehensive review of more than 2,000 species of plants employed in indigenous African medicine, with full-color photographs and references from over 1,100 publications. The first part of the book contains a catalog of the plants used as ingredients for the preparation of traditional remedies, including their medicinal uses and the parts of the plant used. This is followed by a pharmacognostical profile of 170 of the major herbs, with a brief description of the diagnostic features of the leaves, flowers, and fruits and monographs with botanical names, common names, synonyms, African names, habitat and distribution, ethnomedicinal uses, chemical constituents, and reported pharmacological activity. The second part of the book provides an introduction to African traditional medicine, outlining African cosmology and beliefs as they relate to healing and the use of herbs, health foods, and medicinal plants. This book presents scientific documentation of the correlation between the observed folk use and demonstrable biological activity, as well as the characterized constituents of the plants.

This book, first published in 2000, Illustrates rules of Java code-writing with parallel examples of correct and incorrect usage.

Servlets are an exciting and important technology that ties Java to the Web, allowing programmers to write Java programs that create dynamic web content.Java Servlet Programming covers everything Java developers need to know to write effective servlets. It explains the servlet lifecycle, showing how to use servlets to maintain state information effortlessly. It also describes how to serve dynamic web content, including both HTML pages and multimedia data, and explores more advanced topics like integrated session tracking, efficient database connectivity using JDBC, applet-servlet communicaton, interservlet communication, and internationalization. Readers can use the book's numerous real-world examples as the basis for their own servlets.The second edition has been completely updated to cover the new features of Version 2.2 of the Java Servlet API. It introduces chapters on servlet security and advanced communication, and also introduces several popular tools for easier integration of servlet technology with dynamic web pages. These tools include JavaServer Pages (JSP), Tea, XMLC, and the Element Construction Set.In addition to complete coverage of 2.2 specification, Java Servlet programming, 2nd Edition, also contains coverage of the new 2.3 final draft specification.

A catalog of solutions to commonly occurring design problems, presenting 23 patterns that allow designers to create flexible and reusable designs for object-

oriented software. Describes the circumstances in which each pattern is applicable, and discusses the consequences and trade-offs of using the pattern within a larger design. Patterns are compiled from real systems, and include code for implementation in object-oriented programming languages like C++ and Smalltalk. Includes a bibliography. Annotation copyright by Book News, Inc., Portland, OR

D is a programming language built to help programmers address the challenges of modern software development. It does so by fostering modules interconnected through precise interfaces, a federation of tightly integrated programming paradigms, language-enforced thread isolation, modular type safety, an efficient memory model, and more. The D Programming Language is an authoritative and comprehensive introduction to D. Reflecting the author's signature style, the writing is casual and conversational, but never at the expense of focus and pre¿cision. It covers all aspects of the language (such as expressions, statements, types, functions, contracts, and modules), but it is much more than an enumeration of features. Inside the book you will find In-depth explanations, with idiomatic examples, for all language features How feature groups support major programming paradigms Rationale and best-use advice for each major feature Discussion of cross-cutting issues, such as error handling, contract

programming, and concurrency Tables, figures, and "cheat sheets" that serve as a handy quick reference for day-to-day problem solving with D Written for the working programmer, The D Programming Language not only introduces the D language—it presents a compendium of good practices and idioms to help both your coding with D and your coding in general.

Think JavaHow to Think Like a Computer Scientist"O'Reilly Media, Inc."

Healers on the Colonial Market is one of the few studies on the Dutch East Indies from a postcolonial perspective. It provides an enthralling addition to research on both the history of the Dutch East Indies and the history of colonial medicine.

The significantly expanded and updated new edition of a widely used text on reinforcement learning, one of the most active research areas in artificial intelligence. Reinforcement learning, one of the most active research areas in artificial intelligence, is a computational approach to learning whereby an agent tries to maximize the total amount of reward it receives while interacting with a complex, uncertain environment. In Reinforcement Learning, Richard Sutton and Andrew Barto provide a clear and simple account of the field's key ideas and algorithms. This second edition has been significantly expanded and updated, presenting new topics and updating coverage of other topics. Like the first edition, this second edition focuses on core online learning algorithms, with the more mathematical material set off in shaded boxes. Part I covers as much of reinforcement learning as possible without going beyond the tabular case for which exact solutions can be found. Many algorithms presented in this part are new to the second edition, including UCB, Expected Sarsa, and Double Learning. Part II extends these

ideas to function approximation, with new sections on such topics as artificial neural networks and the Fourier basis, and offers expanded treatment of off-policy learning and policy-gradient methods. Part III has new chapters on reinforcement learning's relationships to psychology and neuroscience, as well as an updated case-studies chapter including AlphaGo and AlphaGo Zero, Atari game playing, and IBM Watson's wagering strategy. The final chapter discusses the future societal impacts of reinforcement learning.

An Introduction to Statistical Learning provides an accessible overview of the field of statistical learning, an essential toolset for making sense of the vast and complex data sets that have emerged in fields ranging from biology to finance to marketing to astrophysics in the past twenty years. This book presents some of the most important modeling and prediction techniques, along with relevant applications. Topics include linear regression, classification, resampling methods, shrinkage approaches, tree-based methods, support vector machines, clustering, and more. Color graphics and real-world examples are used to illustrate the methods presented. Since the goal of this textbook is to facilitate the use of these statistical learning techniques by practitioners in science, industry, and other fields, each chapter contains a tutorial on implementing the analyses and methods presented in R, an extremely popular open source statistical software platform. Two of the authors co-wrote The Elements of Statistical Learning (Hastie, Tibshirani and Friedman, 2nd edition 2009), a popular reference book for statistics and machine learning researchers. An Introduction to Statistical Learning covers many of the same topics, but at a level accessible to a much broader audience. This book is targeted at statisticians and non-statisticians alike who wish to use cutting-edge statistical learning techniques to analyze their data. The text assumes only a previous course

in linear regression and no knowledge of matrix algebra.

For many organizations, Hadoop is the first step for dealing with massive amounts of data. The next step? Processing and analyzing datasets with the Apache Pig scripting platform. With Pig, you can batch-process data without having to create a full-fledged application, making it easy to experiment with new datasets. Updated with use cases and programming examples, this second edition is the ideal learning tool for new and experienced users alike. You'll find comprehensive coverage on key features such as the Pig Latin scripting language and the Grunt shell. When you need to analyze terabytes of data, this book shows you how to do it efficiently with Pig. Delve into Pig's data model, including scalar and complex data types Write Pig Latin scripts to sort, group, join, project, and filter your data Use Grunt to work with the Hadoop Distributed File System (HDFS) Build complex data processing pipelines with Pig's macros and modularity features Embed Pig Latin in Python for iterative processing and other advanced tasks Use Pig with Apache Tez to build high-performance batch and interactive data processing applications Create your own load and store functions to handle data formats and storage mechanisms

This book is the most complete and up-to-date resource on Java from programming guru, Herb Schildt -- a must-have desk reference for every Java programmer.

Here is a deeply moving account of a couple's struggle with cancer and their journey to spiritual healing. Grace and Grit is the compelling story of the five-year journey of Ken Wilber and his wife Treya Killam Wilber through Treya's illness, treatment, and, finally, death.

Welcome to the proceedings of ECOOP 2009! Thanks to the local organizersfor working hard on arranging the conference — with the hard work they put in, it was a great success. Thanks to

Sophia Drossopoulou for her dedicated work as PC Chair in assembling a ?ne scienti?c program including forward-looking keynotes, and for her e?orts to reduce the environmental impact of the PC meeting by replacing a physical meeting with a virtual meeting. I would also like to thank James Noble for taking the time and e?ort to write up last year's banquet speech so that it could be included in this year's proceedings. One of the strong features of ECOOPis the two days of workshopspreceding themainconferencethatallowsintenseinteractionbetweenparticipants.Thanks to all workshop organizers. Lastyear'ssuccessfulsummerschooltutorialswerefollowedupthisyearwith seven interesting tutorials. Thanks to the organizers and speakers. This year's Dahl-Nygaard award honored yet another pioneer in the ?eld, namely, David Ungar for his contributions includingSelf. I appreciate his e?orts in providing us with an excellent award talk. The world is changing and so is ECOOP. Please contemplate my short note on the following pages entitled On Future Trends for ECOOP.

Get more out of your legacy systems: more performance, functionality, reliability, and manageability Is your code easy to change? Can you get nearly instantaneous feedback when you do change it? Do you understand it? If the answer to any of these questions is no, you have legacy code, and it is draining time and money away from your development efforts. In this book, Michael Feathers offers start-to-finish strategies for working more effectively with large, untested legacy code bases. This book draws on material Michael created for his renowned Object Mentor seminars: techniques Michael has used in mentoring to help hundreds of developers, technical managers, and testers bring their legacy systems under control. The topics covered include Understanding the mechanics of software change: adding

features, fixing bugs, improving design, optimizing performance Getting legacy code into a test harness Writing tests that protect you against introducing new problems Techniques that can be used with any language or platform—with examples in Java, C++, C, and C# Accurately identifying where code changes need to be made Coping with legacy systems that aren't object-oriented Handling applications that don't seem to have any structure This book also includes a catalog of twenty-four dependency-breaking techniques that help you work with program elements in isolation and make safer changes.

For nearly five years, one book has served as the definitive reference to Java for all serious developers: The Java Language Specification, by James Gosling, Bill Joy, and Guy Steele. Now, these world-renowned Java authorities (along with new co-author Gilad Bracha) have delivered a monumental update. This completely revised Second Edition covers the Java 2 Platform Standard Edition Version 1.3 with unprecedented depth and precision, offering the invaluable insights of Java's creators to every developer. There is no better source for learning everything about the Syntax and Semantics of the Java programming language. Developers will turn to this book again and again.

Paradigms of AI Programming is the first text to teach advanced Common Lisp techniques in the context of building major AI systems. By reconstructing authentic, complex AI programs using state-of-the-art Common Lisp, the book teaches students and professionals how to build and debug robust practical

programs, while demonstrating superior programming style and important AI concepts. The author strongly emphasizes the practical performance issues involved in writing real working programs of significant size. Chapters on troubleshooting and efficiency are included, along with a discussion of the fundamentals of object-oriented programming and a description of the main CLOS functions. This volume is an excellent text for a course on AI programming, a useful supplement for general AI courses and an indispensable reference for the professional programmer.

Currently used at many colleges, universities, and high schools, this hands-on introduction to computer science is ideal for people with little or no programming experience. The goal of this concise book is not just to teach you Java, but to help you think like a computer scientist. You'll learn how to program—a useful skill by itself—but you'll also discover how to use programming as a means to an end. Authors Allen Downey and Chris Mayfield start with the most basic concepts and gradually move into topics that are more complex, such as recursion and object-oriented programming. Each brief chapter covers the material for one week of a college course and includes exercises to help you practice what you've learned. Learn one concept at a time: tackle complex topics in a series of small steps with examples Understand how to formulate problems, think

creatively about solutions, and write programs clearly and accurately Determine which development techniques work best for you, and practice the important skill of debugging Learn relationships among input and output, decisions and loops, classes and methods, strings and arrays Work on exercises involving word games, graphics, puzzles, and playing cards

This book constitutes the refereed proceedings of the 7th Asia Information Retrieval Societies Conference AIRS 2011, held in Dubai, United Arab Emirates, in December 2011. The 31 revised full papers and 25 revised poster papers presented were carefully reviewed and selected from 132 submissions. All current aspects of information retrieval - in theory and practice - are addressed; the papers are organized in topical sections on information retrieval models and theories; information retrieval applications and multimedia information retrieval; user study, information retrieval evaluation and interactive information retrieval; Web information retrieval, scalability and adversarial information retrieval; machine learning for information retrieval; natural language processing for information retrieval; arabic script text processing and retrieval.

The growing interest in the history of Indonesia has made it desirable to have an English summary of the principal works of the Dutch historian Dr H. J. de Graaf, who in several books and articles published between 1935 and 1973 has given a

description of the development of the Javanese kingdom of Mataram, based both on European and in digenous material. His works form a substantial contribution to the study of the national history of Indonesia. The Summary contains references to the paragraphs of the Dutch books and articles. This makes it easy for those readers who have a know ledge of Dutch to consult the original texts. The List of Sources for the study of Javanese history from 1500 to 1700 is composed of the lists in the summarized books and articles, and the Index of Names refers not only to the present Summary but also to the eight original texts. Many names of persons and localities in the Index have been provided with short explanatory notes and references to other lemmata as a quick way to give some provisional information on Javanese history.

Programming Fundamentals - A Modular Structured Approach using C++ is written by Kenneth Leroy Busbee, a faculty member at Houston Community College in Houston, Texas. The materials used in this textbook/collection were developed by the author and others as independent modules for publication within the Connexions environment. Programming fundamentals are often divided into three college courses: Modular/Structured, Object Oriented and Data Structures. This textbook/collection covers the rest of those three courses. This volume constitutes the refereed proceedings of ten international workshops,

OTM Academy, Industry Case Studies Program, EI2N, INBAST, Meta4eS, OnToContent, ORM, SeDeS, SINCOM and SOMOCO 2012, held as part of OTM 2012 in Rome, Italy, in September 2012. The 66 revised full papers presented were carefully reviewed and selected from a total of 127 submissions. The volume also includes 7 papers from the On the Move Academy (OTMA) 2012 as well as 4 CoopIS 2012 poster papers and 5 ODBASE 2012 poster papers. The paper cover various aspects of computer supported cooperative work (CSCW), middleware, Internet/Web data management, electronic commerce, enterprise modelling, workflow management, knowledge flow, agent technologies, information retrieval, software architectures, service-oriented computing, and cloud computing.

Widely considered one of the best practical guides to programming, Steve McConnell's original CODE COMPLETE has been helping developers write better software for more than a decade. Now this classic book has been fully updated and revised with leading-edge practices—and hundreds of new code samples—illustrating the art and science of software construction. Capturing the body of knowledge available from research, academia, and everyday commercial practice, McConnell synthesizes the most effective techniques and must-know principles into clear, pragmatic guidance. No matter what your experience level,

development environment, or project size, this book will inform and stimulate your thinking—and help you build the highest quality code. Discover the timeless techniques and strategies that help you: Design for minimum complexity and maximum creativity Reap the benefits of collaborative development Apply defensive programming techniques to reduce and flush out errors Exploit opportunities to refactor—or evolve—code, and do it safely Use construction practices that are right-weight for your project Debug problems quickly and effectively Resolve critical construction issues early and correctly Build quality into the beginning, middle, and end of your project

No matter how much experience you have with JavaScript, odds are you don't fully understand the language. This concise yet in-depth guide takes you inside scope and closures, two core concepts you need to know to become a more efficient and effective JavaScript programmer. You'll learn how and why they work, and how an understanding of closures can be a powerful part of your development skillset. Like other books in the "You Don't Know JS" series, Scope and Closures dives into trickier parts of the language that many JavaScript programmers simply avoid. Armed with this knowledge, you can achieve true JavaScript mastery. Learn about scope, a set of rules to help JavaScript engines locate variables in your code Go deeper into nested scope, a series of containers

for variables and functions Explore function- and block-based scope, "hoisting", and the patterns and benefits of scope-based hiding Discover how to use closures for synchronous and asynchronous tasks, including the creation of JavaScript libraries

Gain hands-on experience with SPARQL, the RDF query language that's bringing new possibilities to semantic web, linked data, and big data projects. This updated and expanded edition shows you how to use SPARQL 1.1 with a variety of tools to retrieve, manipulate, and federate data from the public web as well as from private sources. Author Bob DuCharme has you writing simple queries right away before providing background on how SPARQL fits into RDF technologies. Using short examples that you can run yourself with open source software, you'll learn how to update, add to, and delete data in RDF datasets. Get the big picture on RDF, linked data, and the semantic web Use SPARQL to find bad data and create new data from existing data Use datatype metadata and functions in your queries Learn techniques and tools to help your queries run more efficiently Use RDF Schemas and OWL ontologies to extend the power of your queries Discover the roles that SPARQL can play in your applications Provides information on building concurrent applications using Java.

Learning a complex new language is no easy task especially when it s 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.

Geared towards programmers experienced in using other programs, such as C++ and Java, discusses C# syntax, object-oriented and component programming, available class libraries, and how to use C# to develop software services.

Provides complete coverage of the Ada language and Ada programming in general by recognized authorities in Ada software engineering. Demonstrates the power and performance of Ada in the management of large-scale object-oriented systems, and shows how to use Ada features such as generics, packages, and tasking.

Part of The Java Series, The Java Programming Language is the definitive

technical guide to the Java language. Ken Arnold and James Gosling explain Java's design motivations and tradeoffs, while presenting a wealth of practical examples. (Communications/Networking)

Diving deep into the JavaScript language to show you how to write beautiful, effective code, this book uses extensive examples and immerses you in code from the start, while exercises and full-chapter projects give you hands-on experience with writing your own programs. --

Copyright: 82c291cac9d5c9677048678200e7995b