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A compendium of shell scripting recipes that can immediately be used, adjusted, and applied The shell is the primary way of communicating with the Unix and Linux systems, providing a direct way to program by automating simple-to-intermediate tasks. With this book, Linux expert Steve Parker shares a collection of shell scripting recipes that can be used as is or easily modified for a variety of environments or situations. The book covers shell programming, with a focus on Linux and the Bash shell; it provides credible, real-world relevance, as well as providing the flexible tools to get started immediately. Shares a collection of helpful shell scripting recipes that can immediately be used for various of real-world challenges Features recipes for system tools, shell features, and systems administration Provides a host of plug and play recipes for to immediately apply and easily modify so the wheel doesn't have to be reinvented with each challenge faced Come out of your shell and dive into this collection of tried and tested shell scripting recipes that you can start using right away! This book provides thorough knowledge of Linux TCP/IP stack and kernel framework for its network stack, including complete knowledge of design and implementation.

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Starting with simple client-server socket programs and progressing to complex design and implementation of TCP/IP protocol in linux, this book provides different aspects of socket programming and major TCP/IP related algorithms. In addition, the text features netfilter hook framework, a complete explanation of routing sub-system, IP QOS implementation, and Network Soft IRQ. This book further contains elements on TCP state machine implementation, TCP timer implementation on Linux, TCP memory management on Linux, and debugging TCP/IP stack using lcrash

Covering all aspects of the Unix operating system and assuming no prior knowledge of Unix, this book begins with the fundamentals and works from the ground up to some of the more advanced programming techniques The authors provide a wealth of real-world experience with the Unix operating system, delivering actual examples while showing some of the common misconceptions and errors that new users make Special emphasis is placed on the Apple Mac OS X environment as well as Linux, Solaris, and migrating from Windows to Unix A unique conversion section of the book details specific advice and instructions for transitioning Mac OS X, Windows, and Linux users Professional Multicore Programming: Design and Implementation for C++ Developers presents the basics of multicore programming in a simple, easy-to-understand manner so that you can easily apply the concepts to your everyday projects. Learn the fundamentals of programming for multiprocessor and multithreaded architecture, progress to multi-core programming and eventually become comfortable with

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programming techniques that otherwise can be difficult to understand. Anticipate the pitfalls and traps of concurrency programming and synchronization before you encounter them yourself by finding them outlined in this indispensable guide to multicore programming.

Find an introduction to the architecture, concepts and algorithms of the Linux kernel in Professional Linux Kernel Architecture, a guide to the kernel sources and large number of connections among subsystems. Find an introduction to the relevant structures and functions exported by the kernel to userland, understand the theoretical and conceptual aspects of the Linux kernel and Unix derivatives, and gain a deeper understanding of the kernel. Learn how to reduce the vast amount of information contained in the kernel sources and obtain the skills necessary to understand the kernel sources.

Each book aims to teach an important technology or programming language and is designed to take a person from being a novice to a professional by including the most essential information and explaining step by step how to put together real-world projects.

A hands-on guide to leveraging NoSQL databases NoSQL databases are an efficient and powerful tool for storing and manipulating vast quantities of data. Most NoSQL databases scale well as data grows. In addition, they are often malleable and flexible enough to accommodate semi-structured and sparse data sets. This comprehensive hands-on guide presents fundamental concepts and practical solutions for getting you

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ready to use NoSQL databases. Expert author Shashank Tiwari begins with a helpful introduction on the subject of NoSQL, explains its characteristics and typical uses, and looks at where it fits in the application stack. Unique insights help you choose which NoSQL solutions are best for solving your specific data storage needs. Professional NoSQL: Demystifies the concepts that relate to NoSQL databases, including column-family oriented stores, key/value databases, and document databases. Delves into installing and configuring a number of NoSQL products and the Hadoop family of products. Explains ways of storing, accessing, and querying data in NoSQL databases through examples that use MongoDB, HBase, Cassandra, Redis, CouchDB, Google App Engine Datastore and more. Looks at architecture and internals. Provides guidelines for optimal usage, performance tuning, and scalable configurations. Presents a number of tools and utilities relating to NoSQL, distributed platforms, and scalable processing, including Hive, Pig, RRDtool, Nagios, and more.

Beginning Linux Programming, Fourth Edition continues its unique approach to teaching UNIX programming in a simple and structured way on the Linux platform. Through the use of detailed and realistic examples, students learn by doing, and are able to move from being a Linux beginner to creating custom applications in Linux. The book introduces fundamental concepts beginning with the basics of writing Unix programs in C, and including material on basic system calls, file I/O, interprocess communication (for getting programs to work together), and shell programming. Parallel

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to this, the book introduces the toolkits and libraries for working with user interfaces, from simpler terminal mode applications to X and GTK+ for graphical user interfaces. Advanced topics are covered in detail such as processes, pipes, semaphores, socket programming, using MySQL, writing applications for the GNOME or the KDE desktop, writing device drivers, POSIX Threads, and kernel programming for the latest Linux Kernel.

Skip the basics and delve right into Visual Studio 2017 advanced features and tools Professional Visual Studio 2017 is the industry-favorite guide to getting the most out of Microsoft's primary programming technology. From touring the new UI to exploiting advanced functionality, this book is designed to help professional developers become more productive. A unique IDE-centric approach provides a clear path through the typical workflow while exploring the nooks and crannies that can make your job easier. Visual Studio 2017 includes a host of features aimed at improving developer productivity and UI, and this book covers them all with clear explanation, new figures, and expert insight. Whether you're new to VS or just upgrading, this all-inclusive guide is an essential resource to keep within arm's reach. Visual Studio 2017 fixes the crucial issues that kept professionals from adopting VS 2015, and includes new features and tools that streamline the developer's job. This book provides the straightforward answers you need so you can get up to speed quickly and get back to work. Master the core functionality of Visual Studio 2017 Dig into the tools that make writing code easier

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Tailor the environment to your workflow, not the other way around Work your way through configuration, debugging, building, deployment, customizing, and more Microsoft is changing their release cadence—it's only been about two years since the last release—so developers need to quickly get a handle on new tools and features if they hope to remain productive. The 2017 release is designed specifically to help you get more done, in less time, with greater accuracy and attention to detail. If you're ready to get acquainted, Professional Visual Studio 2017 is your ideal guide.

Learn how to write high-quality kernel module code, solve common Linux kernel programming issues, and understand the fundamentals of Linux kernel internals Key Features Discover how to write kernel code using the Loadable Kernel Module framework Explore industry-grade techniques to perform efficient memory allocation and data synchronization within the kernel Understand the essentials of key internals topics such as kernel architecture, memory management, CPU scheduling, and kernel synchronization Book Description Linux Kernel Programming is a comprehensive introduction for those new to Linux kernel and module development. This easy-to-follow guide will have you up and running with writing kernel code in next-to-no time. This book uses the latest 5.4 Long-Term Support (LTS) Linux kernel, which will be maintained from November 2019 through to December 2025. By working with the 5.4 LTS kernel throughout the book, you can be confident that your knowledge will continue to be valid for years to come. This Linux book begins by showing you how to build the

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kernel from the source. Next, you'll learn how to write your first kernel module using the powerful Loadable Kernel Module (LKM) framework. The book then covers key kernel internals topics including Linux kernel architecture, memory management, and CPU scheduling. Next, you'll delve into the fairly complex topic of concurrency within the kernel, understand the issues it can cause, and learn how they can be addressed with various locking technologies (mutexes, spinlocks, atomic, and refcount operators). You'll also benefit from more advanced material on cache effects, a primer on lock-free techniques within the kernel, deadlock avoidance (with lockdep), and kernel lock debugging techniques. By the end of this kernel book, you'll have a detailed understanding of the fundamentals of writing Linux kernel module code for real-world projects and products. What you will learn Write high-quality modular kernel code (LKM framework) for 5.x kernels Configure and build a kernel from source Explore the Linux kernel architecture Get to grips with key internals regarding memory management within the kernel Understand and work with various dynamic kernel memory alloc/dealloc APIs Discover key internals aspects regarding CPU scheduling within the kernel Gain an understanding of kernel concurrency issues Find out how to work with key kernel synchronization primitives Who this book is for This book is for Linux programmers beginning to find their way with Linux kernel development. Linux kernel and driver developers looking to overcome frequent and common kernel development issues, as well as understand kernel internals, will benefit from this book. A basic

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understanding of Linux CLI and C programming is required.

Understand Android OS for both smartphone and tablet programming This fast-paced introduction to the newest release of Android OS gives aspiring mobile app developers what they need to know to program for today's hottest Android smartphones and tablets. Android 4 OS is, for the first time, a single solution for both smartphones and tablets, so if you master the information in this helpful guide, you'll be well on your way to successful development for both devices. From using activities and intents and creating rich user interfaces to working with SMS, messaging APIs, and the Android SDK, what you need is here. Provides clear instructions backed by real-world programming examples Begins with the basics and covers everything Android 4 developers need to know for both smartphones and tablets Explains how to customize activities and intents, create rich user interfaces, and manage data Helps you work with SMS and messaging APIs, the Android SDK, and using location-based services Details how to package and publish your applications to the Android Market Beginning Android 4 Application Development pares down the most essential steps you need to know so you can start creating Android applications today.

Unlike high-level languages such as Java and C++, assembly language is much closer to the machine code that actually runs computers; it's used to create programs or modules that are very fast and efficient, as well as in hacking exploits and reverse engineering Covering assembly language in the Pentium microprocessor environment,

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this code-intensive guide shows programmers how to create stand-alone assembly language programs as well as how to incorporate assembly language libraries or routines into existing high-level applications Demonstrates how to manipulate data, incorporate advanced functions and libraries, and maximize application performance Examples use C as a high-level language, Linux as the development environment, and GNU tools for assembling, compiling, linking, and debugging

A hands-on guide to building mobile applications, Professional Android Application Development features concise and compelling examples that show you how to quickly construct real-world mobile applications for Android phones. Fully up-to-date for version 1.0 of the Android software development kit, it covers all the essential features, and explores the advanced capabilities of Android (including GPS, accelerometers, and background Services) to help you construct increasingly complex, useful, and innovative mobile applications for Android phones. What this book includes An introduction to mobile development, Android, and how to get started. An in-depth look at Android applications and their life cycle, the application manifest, Intents, and using external resources. Details for creating complex and compelling user interfaces by using, extending, and creating your own layouts and Views and using Menus. A detailed look at data storage, retrieval, and sharing using preferences, files, databases, and Content Providers. Instructions for making the most of mobile portability by creating rich map-based applications as well as using location-based services and the

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geocoder. A look at the power of background Services, using threads, and a detailed look at Notifications. Coverage of Android's communication abilities including SMS, the telephony APIs, network management, and a guide to using Internet resources Details for using Android hardware, including media recording and playback, using the camera, accelerometers, and compass sensors. Advanced development topics including security, IPC, advanced 2D / 3D graphics techniques, and user–hardware interaction. Who this book is for This book is for anyone interested in creating applications for the Android mobile phone platform. It includes information that will be valuable whether you're an experienced mobile developer or making your first foray, via Android, into writing mobile applications. It will give the grounding and knowledge you need to write applications using the current SDK, along with the flexibility to quickly adapt to future enhancements.

Over 120 recipes to perform advanced penetration testing with Kali Linux About This Book Practical recipes to conduct effective penetration testing using the powerful Kali Linux Leverage tools like Metasploit, Wireshark, Nmap, and many more to detect vulnerabilities with ease Confidently perform networking and application attacks using task-oriented recipes Who This Book Is For This book is aimed at IT security professionals, pentesters, and security analysts who have basic knowledge of Kali Linux and want to conduct advanced penetration testing techniques. What You Will Learn Installing, setting up and customizing Kali for pentesting on multiple platforms

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Pentesting routers and embedded devices Bug hunting 2017 Pwning and escalating through corporate network Buffer overflows 101 Auditing wireless networks Fiddling around with software-defined radio Hacking on the run with NetHunter Writing good quality reports In Detail With the current rate of hacking, it is very important to pentest your environment in order to ensure advanced-level security. This book is packed with practical recipes that will quickly get you started with Kali Linux (version 2016.2) according to your needs, and move on to core functionalities. This book will start with the installation and configuration of Kali Linux so that you can perform your tests. You will learn how to plan attack strategies and perform web application exploitation using tools such as Burp, and Jexboss. You will also learn how to perform network exploitation using Metasploit, Sparta, and Wireshark. Next, you will perform wireless and password attacks using tools such as Patator, John the Ripper, and airoscript-ng. Lastly, you will learn how to create an optimum quality pentest report! By the end of this book, you will know how to conduct advanced penetration testing thanks to the book's crisp and task-oriented recipes. Style and approach This is a recipe-based book that allows you to venture into some of the most cutting-edge practices and techniques to perform penetration testing with Kali Linux.

Create applications for all major smartphone platforms Creating applications for the myriad versions and varieties of mobile phone platforms on the market can be daunting to even the most seasoned developer. This authoritative guide is written in such as way

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that it takes your existing skills and experience and uses that background as a solid foundation for developing applications that cross over between platforms, thereby freeing you from having to learn a new platform from scratch each time. Concise explanations walk you through the tools and patterns for developing for all the mobile platforms while detailed steps walk you through setting up your development environment for each platform. Covers all the major options from native development to web application development Discusses major third party platform development acceleration tools, such as Appcelerator and PhoneGap Zeroes in on topics such as developing applications for Android, IOS, Windows Phone 7, and Blackberry Professional Mobile Cross Platform Development shows you how to best exploit the growth in mobile platforms, with a minimum of hassle.

Professional Linux Kernel Architecture John Wiley & Sons

Few works are as timely and critical to the advancement of high performance computing than is this new up-to-date treatise on leading-edge directions of operating systems. It is a first-hand product of many of the leaders in this rapidly evolving field and possibly the most comprehensive. This new and important book masterfully presents the major alternative concepts driving the future of operating system design for high performance computing. In particular, it describes the major advances of monolithic operating systems such as Linux and Unix that dominate the TOP500 list. It also presents the state of the art in lightweight kernels that exhibit high efficiency and scalability at the loss of generality. Finally, this work looks forward to possibly the most promising strategy of a hybrid structure combining full service

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functionality with lightweight kernel operation. With this, it is likely that this new work will find its way on the shelves of almost everyone who is in any way engaged in the multi-discipline of high performance computing. (From the foreword by Thomas Sterling)

Whether you're just starting out with Linux or looking to hone your existing skills, this book will provide you with the knowledge you need.

Geared to experienced C++ developers who may not be familiar with the more advanced features of the language, and therefore are not using it to its full capabilities Teaches programmers how to think in C++-that is, how to design effective solutions that maximize the power of the language The authors drill down into this notoriously complex language, explaining poorly understood elements of the C++ feature set as well as common pitfalls to avoid Contains several in-depth case studies with working code that's been tested on Windows, Linux, and Solaris platforms

A guide to completing Python projects for those ready to take their skills to the next level Python Projects is the ultimate resource for the Python programmer with basic skills who is ready to move beyond tutorials and start building projects. The preeminent guide to bridge the gap between learning and doing, this book walks readers through the "where" and "how" of real-world Python programming with practical, actionable instruction. With a focus on real-world functionality, Python Projects details the ways that Python can be used to complete daily tasks and bring efficiency to businesses and individuals alike. Python Projects is written specifically for those who know the Python syntax and lay of the land, but may still be intimidated by larger, more complex projects. The book provides a walk-through of the basic set-up for an application and the building and packaging for a library, and explains in detail the

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functionalities related to the projects. Topics include: *How to maximize the power of the standard library modules *Where to get third party libraries, and the best practices for utilization *Creating, packaging, and reusing libraries within and across projects *Building multi-layered functionality including networks, data, and user interfaces *Setting up development environments and using virtualenv, pip, and more Written by veteran Python trainers, the book is structured for easy navigation and logical progression that makes it ideal for individual, classroom, or corporate training. For Python developers looking to apply their skills to real-world challenges, Python Projects is a goldmine of information and expert insight.

A practical guide to developing and deploying Near Field Communication (NFC) applications There has been little practical guidance available on NFC programming, until now. If you're a programmer or developer, get this unique and detailed book and start creating apps for this exciting technology. NFC enables contactless mobile communication between two NFC-compatible devices. It's what allows customers to pay for purchases by swiping their smartphones with Google Wallet, for example. This book shows you how to develop NFC applications for Android, for all NFC operating modes: reader/writer, peer-to-peer, and card emulation. The book starts with the basics of NFC technology, an overview of the Android OS, and what you need to know about the SDK tools. It then walks you through all aspects of NFC app development, including SE programming. You'll find all you need to create an app, including functioning, downloadable code and a companion website with additional content. Valuable case studies help you understand each operating mode in clear, practical detail. Shows programmers and developers how to develop Near Field Communication (NFC) applications for Android, including Secure Element (SE) programming Expert authors are NFC

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researchers who have a deep knowledge of the subject Covers app development in all NFC operating modes: reader/writer, peer-to-peer, and card emulation Includes valuable case studies that showcase several system design and analysis methods, such as activity diagram, class diagram, UML, and others Professional NFC Application Development for Android offers the clear, concise advice you need to create great applications for this emerging and exciting technology.

This book is broken into four primary sections addressing key topics that Linux programmers need to master: Linux nuts and bolts, the Linux kernel, the Linux desktop, and Linux for the Web Effective examples help get readers up to speed with building software on a Linux-based system while using the tools and utilities that contribute to streamlining the software development process Discusses using emulation and virtualization technologies for kernel development and application testing Includes useful insights aimed at helping readers understand how their applications code fits in with the rest of the software stack Examines cross-compilation, dynamic device insertion and removal, key Linux projects (such as Project Utopia), and the internationalization capabilities present in the GNOME desktop

What is this book about? Professional Red Hat Enterprise Linux 3 is a complete professional guide to setting up, configuring, and deploying Red Hat Enterprise Linux in the corporate production environment. The book focuses on Enterprise Server and Advanced Server features, including the key areas of high availability with the Red Hat Cluster Suite, Red Hat Network Control Center, and Red Hat Enterprise applications such as the Content Management System and portal server. Other key unique features include kernel tuning for various performance profiles; advanced Apache configuration; Tux installation/maintenance;

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building high-performance FTP servers; building high-performance mail servers (which means replacing Sendmail); Mailing list management; how to efficiently add, remove, or modify 100 users at the same time; and a discussion of disk quota management and monitoring. What does this book cover? The key features of the book include the following: How to install and setup RHEL 3 How to deploy RHEL 3 in production environment How to manage an RHEL system using Perl and shell scripting Advanced administration tools How to use Red Hat network service Details on installation and setup of security tools Ability to use and deploy High Availability solutions provided with RHEL 3 Performance tuning How to use monitoring tools Ability to use RHEL to provide scalable infrastructure solutions.

Break into the powerful world of parallel GPU programming with this down-to-earth, practical guide Designed for professionals across multiple industrial sectors, Professional CUDA C Programming presents CUDA -- a parallel computing platform and programming model designed to ease the development of GPU programming -- fundamentals in an easy-to-follow format, and teaches readers how to think in parallel and implement parallel algorithms on GPUs. Each chapter covers a specific topic, and includes workable examples that demonstrate the development process, allowing readers to explore both the "hard" and "soft" aspects of GPU programming. Computing architectures are experiencing a fundamental shift toward scalable parallel computing motivated by application requirements in industry and science. This book demonstrates the challenges of efficiently utilizing compute resources at peak performance, presents modern techniques for tackling these challenges, while increasing accessibility for professionals who are not necessarily parallel programming experts. The CUDA programming model and tools empower developers to write high-performance

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applications on a scalable, parallel computing platform: the GPU. However, CUDA itself can be difficult to learn without extensive programming experience. Recognized CUDA authorities John Cheng, Max Grossman, and Ty McKercher guide readers through essential GPU programming skills and best practices in Professional CUDA C Programming, including: CUDA Programming Model GPU Execution Model GPU Memory model Streams, Event and Concurrency Multi-GPU Programming CUDA Domain-Specific Libraries Profiling and Performance Tuning The book makes complex CUDA concepts easy to understand for anyone with knowledge of basic software development with exercises designed to be both readable and high-performance. For the professional seeking entrance to parallel computing and the high-performance computing community, Professional CUDA C Programming is an invaluable resource, with the most current information available on the market.

Ruby on Rails is the revolutionary online programming tool that makes creating functional e-commerce web sites faster and easier than ever. With the intuitive, straightforward nature of Ruby and the development platform provided by Rails, you can put together full-fledged web applications quickly, even if you're new to web programming. You will find a thorough introduction to both Ruby and Rails in this book. You'll get the easy instructions for acquiring and installing both; understand the nature of conditionals, loops, methods, and blocks; and become familiar with Ruby's classes and objects. You'll learn to build Rails applications, connect to databases, perform necessary testing, and put the whole thing together to create real-world applications such as shopping carts and online catalogs--apps you can actually use right away.

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What you will learn from this book * How to install and use Ruby and Rails * Object-oriented programming with Ruby * Rails fundamentals and how to create basic online applications * How to work with HTML controls, use models in Rails applications, and work with sessions * Details on working with databases and creating, editing, and deleting database records * Methods for handling cookies and filters and for caching pages * How to connect Rails with Ajax Who this book is for This book is for anyone who wants to develop online applications using Ruby and Rails. A basic understanding of programming is helpful; some knowledge of HTML is necessary. Wrox Beginning guides are crafted to make learning programming languages and technologies easier than you think, providing a structured, tutorial format that will guide you through all the techniques involved.

An in-depth look into Mac OS X and iOS kernels Powering Macs, iPhones, iPads and more, OS X and iOS are becoming ubiquitous. When it comes to documentation, however, much of them are shrouded in mystery. Cocoa and Carbon, the application frameworks, are neatly described, but system programmers find the rest lacking. This indispensable guide illuminates the darkest corners of those systems, starting with an architectural overview, then drilling all the way to the core. Provides you with a top down view of OS X and iOS Walks you through the phases of system startup—both Mac (EFI) and mobile (iBoot) Explains how processes, threads, virtual memory, and filesystems are maintained Covers the security architecture Reviews the internal Apis

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used by the system—BSD and Mach Dissects the kernel, XNU, into its sub components: Mach, the BSD Layer, and I/o kit, and explains each in detail Explains the inner workings of device drivers From architecture to implementation, this book is essential reading if you want to get serious about the internal workings of Mac OS X and iOS. Summary MongoDB in Action, Second Edition is a completely revised and updated version. It introduces MongoDB 3.0 and the document-oriented database model. This perfectly paced book gives you both the big picture you'll need as a developer and enough low-level detail to satisfy system engineers. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology This document-oriented database was built for high availability, supports rich, dynamic schemas, and lets you easily distribute data across multiple servers. MongoDB 3.0 is flexible, scalable, and very fast, even with big data loads. About the Book MongoDB in Action, Second Edition is a completely revised and updated version. It introduces MongoDB 3.0 and the document-oriented database model. This perfectly paced book gives you both the big picture you'll need as a developer and enough low-level detail to satisfy system engineers. Lots of examples will help you develop confidence in the crucial area of data modeling. You'll also love the deep explanations of each feature, including replication, auto-sharding, and deployment. What's Inside Indexes, queries, and standard DB operations Aggregation and text searching Map-reduce for custom aggregations and reporting Deploying for scale and high availability

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Updated for Mongo 3.0 About the Reader Written for developers. No previous MongoDB or NoSQL experience is assumed. About the Authors After working at MongoDB, Kyle Banker is now at a startup. Peter Bakkum is a developer with MongoDB expertise. Shaun Verch has worked on the core server team at MongoDB. A Genentech engineer, Doug Garrett is one of the winners of the MongoDB Innovation Award for Analytics. A software architect, Tim Hawkins has led search engineering at Yahoo Europe. Technical Contributor: Wouter Thielen. Technical Editor: Mihalis Tsoukalos. Table of Contents PART 1 GETTING STARTED A database for the modern web MongoDB through the JavaScript shell Writing programs using MongoDB PART 2 APPLICATION DEVELOPMENT IN MONGODB Document-oriented data Constructing queries Aggregation Updates, atomic operations, and deletes PART 3 MONGODB MASTERY Indexing and query optimization Text search WiredTiger and pluggable storage Replication Scaling your system with sharding Deployment and administration Describes the Linux operating system, covering such topics as installation, connecting to the Internet, software, applications, user accounts, networking, system administration, security, and Perl.

Essential reading for experienced developers who are determined to master the latest release of C++ Although C++ is often the language of choice from game programming to major commercial software applications, it is also one of the most difficult to master. With this no-nonsense book, you will learn to conquer the latest release of C++. The

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author deciphers little-known features of C++, shares detailed code examples that you can then plug into your own code, and reveals the significant changes to C++ that accompany the latest release. You'll discover how to design and build applications that solve real-world problems and then implement the solution using the full capabilities of the language. Appeals to experienced developers who are looking for a higher level of learning Drills down the extensive changes to the latest C++ standard, C++11, including enhancements made to run-time performance, standard library, language usability, and core language Zeroes in on explaining the more poorly understood elements of the C++ feature set and addresses common pitfalls to avoid Includes case studies that feature extensive, working code that has been tested on Windows and Linux platforms Intertwines text with useful tips, tricks, and workarounds Packed with best practices for programming, testing, and debugging applications, this book is vital for taking your C++ skills to the next level.

*The most updated PostgreSQL book on the market, covering version 8.0 *Highlights the most popular PostgreSQL APIs, including C, Perl, PHP, and Java *This is two books in one; it simultaneously covers key relational database design principles, while teaching PostgreSQL

With forewords by Jan Bosch, Nokia and Antero Taivalsaari, Sun Microsystems. Learn how to programme the mobile devices of the future! The importance of mobile systems programming has emerged over the recent years as a new domain in software

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development. The design of software that runs in a mobile device requires that developers combine the rules applicable in embedded environment; memory-awareness, limited performance, security, and limited resources with features that are needed in workstation environment; modifiability, run-time extensions, and rapid application development. Programming Mobile Devices is a comprehensive, practical introduction to programming mobile systems. The book is a platform independent approach to programming mobile devices: it does not focus on specific technologies, and devices, instead it evaluates the component areas and issues that are common to all mobile software platforms. This text will enable the designer to programme mobile devices by mastering both hardware-aware and application-level software, as well as the main principles that guide their design. Programming Mobile Devices: Provides a complete and authoritative overview of programming mobile systems. Discusses the major issues surrounding mobile systems programming; such as understanding of embedded systems and workstation programming. Covers memory management, the concepts of applications, dynamically linked libraries, concurrency, handling local resources, networking and mobile devices as well as security features. Uses generic examples from Java™ and Symbian OS to illustrate the principles of mobile device programming. Programming Mobile Devices is essential reading for graduate and advanced undergraduate students, academic and industrial researchers in the field as well as software developers, and programmers.

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The comprehensive developer guide to the latest Android features and capabilities Professional Android, 4th Edition shows developers how to leverage the latest features of Android to create robust and compelling mobile apps. This hands-on approach provides in-depth coverage through a series of projects, each introducing a new Android platform feature and highlighting the techniques and best practices that exploit its utmost functionality. The exercises begin simply, and gradually build into advanced Android development. Clear, concise examples show you how to quickly construct real-world mobile applications. This book is your guide to smart, efficient, effective Android development. Learn the best practices that get more out of Android Understand the anatomy, lifecycle, and UI metaphor of Android apps Design for all mobile platforms, including tablets Utilize both the Android framework and Google Play services Describes the concepts of programming with Linux, covering such topics as shell programming, file structure, managing memory, using MySQL, debugging, processes and signals, and GNOME.

The combination of Linux, Apache, MySQL, and PHP is popular because of interaction, flexibility, customization, and-most importantly-the cost effectiveness of its components Helps LAMP professionals take their skills to the next level with in-depth discussions of OOP; extensions of PHP such as PEAR, GD, XML, and CURL; improving site security; and advanced tools available to the coder Those proficient in other languages such as Java, C++, Perl and ASP will find this guide invaluable when transitioning to the LAMP

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environment The Web site includes sample scripts created in the course of each chapter, and several applications that can be modified and reused

While there are books that tell readers how to run Linux on embedded hardware and books on how to build a Linux application, this volume is the first book to demonstrate how to merge the two to create a Linux appliance.

Learn to build fast and scalable software in JavaScript with Node.js Node.js is a powerful and popular new framework for writing scalable network programs using JavaScript. This no nonsense book begins with an overview of Node.js and then quickly dives into the code, core concepts, and APIs. In-depth coverage pares down the essentials to cover debugging, unit testing, and flow control so that you can start building and testing your own modules right away. Covers node and asynchronous programming main concepts Addresses the basics: modules, buffers, events, and timers Explores streams, file systems, networking, and automated unit testing Goes beyond the basics, and shares techniques and tools for debugging, unit testing, and flow control If you already know JavaScript and are curious about the power of Node.js, then this is the ideal book for you.

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