

Currentwidget

Michael Grossniklaus, Manuel Wimmer

Pro Web 2.0 Application Development with GWT Jeff

Dwyer, 2008-07-27 Pro Web 2.0 Application Development by Jeff Dwyer is the first book on professional Web 2.0 principles that includes the Google Web Toolkit (GWT). GWT is one of the leading Java Ajax frameworks in market, and is very hot in terms of relative growth; it can be integrated with other broader Java frameworks like JBoss Seam and possibly Spring. The book's focus on a single, extremely rich, example killer application is what sets this apart from other GWT titles.

Mastering GUI Programming with Python Alan D.

Moore, 2019-05-24 An advanced guide to creating powerful high-performance GUIs for modern, media-rich applications in various domains such as business and game development Key Features Gain comprehensive knowledge of Python GUI development using PyQt 5.12 Explore advanced topics including multithreaded programming, 3D animation, and SQL databases Build cross-platform GUIs for Windows, macOS, Linux, and Raspberry Pi Book Description PyQt5 has long been the most powerful and comprehensive GUI framework available for Python, yet there is a lack of cohesive resources available for Python programmers to learn how to use it. This book will be your comprehensive guide to exploring GUI development with PyQt5. You will get started with an introduction to PyQt5, before going on to develop stunning GUIs with modern features. You will learn how to build forms using QWidgets and delve into important aspects of GUI development such as layouts, size policies, and event-driven programming. Moving ahead, you'll discover PyQt5's most powerful features through chapters on audio-visual programming with QtMultimedia, database-driven software with QtSQL, and web browsing with QtWebEngine. Next, in-depth coverage of multithreading and asynchronous programming will help you run tasks asynchronously and build high-concurrency processes with ease. In later chapters, you'll gain insights into

QOpenGLWidget, along with mastering techniques for creating 2D graphics with QPainter. You'll also explore PyQt on a Raspberry Pi and interface it with remote systems using QtNetwork. Finally, you will learn how to distribute your applications using setup tools and PyInstaller. By the end of this book, you will have the skills you need to develop robust GUI applications using PyQt. What you will learn

- Get to grips with the inner workings of PyQt5
- Understand how elements in a GUI application communicate with signals and slots
- Study techniques for styling an application
- Explore database-driven applications with the QtSQL module
- Create 2D graphics with QPainter
- Delve into 3D graphics with QOpenGLWidget
- Build network and web-aware applications with QtNetwork and QtWebEngine

Who this book is for This book is for programmers who want to create attractive, functional, and powerful GUIs using the Python language. You'll also find this book useful if you are a student, professional, or anyone who wants to start exploring GUIs. Although prior knowledge of the Python language is assumed, experience with PyQt, Qt, or GUI programming is not required.

Current Trends in Web Engineering Michael

Grossniklaus, Manuel Wimmer, 2012-11-28 This book constitutes the thoroughly refereed post-workshop proceedings and the doctoral symposium of the 12th International Conference on Web Engineering, ICWE 2012, held in Berlin, Germany, in July 2012. The volume contains four workshops and a doctoral consortium, each focusing on specific research issues that contribute to the main themes of the ICWE conference: MDWE 2012: Eighth International Workshop on Model-Driven and Agile Engineering for the Web, ComposableWeb 2012: Fourth International Workshop on Lightweight Integration on the Web, WeRE 2012: Third Workshop on the Web and Requirements Engineering, QWE 2012: Third International Workshop on Quality in Web Engineering.

Current Trends in Web Engineering Quan Z. Sheng, Jesper

Kjeldskov,2013-12-23 This book constitutes the thoroughly refereed post-proceedings of the seven workshops and the PhD Symposium that were co-located with the 13th International Conference on Web Engineering, ICWE 2013, held in Aalborg, Denmark, in July 2013. The papers cover research in topics such as social data management; cloud service engineering; agile web development and quality management in web engineering.

The standardization of Widget-APIs as an approach for overcoming device fragmentation Jakob Sachse,2010-04-20 Research Paper (postgraduate) from the year 2010 in the subject Computer Science - Internet, New Technologies, grade: 1.7, University of Applied Sciences Berlin, language: English, abstract: Since Apple released the iPhone in 2007 the conversion into a mobile web has accelerated strongly. This paper discusses the challenges resulting from that shift. The diversity of platforms and device specifications put a heavy burden on developers. While each platform offers an own proprietary API for developing applications it is often desirable to develop applications platform independently. One possible way today is to use web technologies. Although this offers a platform independent API many commonly used system APIs are not accessible. For most applications this is not acceptable since the use of sensors and file I/O is a premise to build modern user experiences. But now another interesting part of mobile development begins to merge into the sphere of web technology. This is the use of widgets. Widgets were originally designed for desktop use as small single purpose applications but were quickly adapted on the web. Those applications are written using web standards like HTML, CSS and JavaScript. The widgets we see on the web today can only use the limited JavaScript APIs that is provided by the browsers. Also the W3Cs current widget specification fails to deliver on device APIs, where only packaging and a widgets configuration is specified. That is why new specifications are about to be made and standardized. They describe Widget Engines and their APIs that

wrap around modern handsets system APIs. During the last two years mayor telecommunication companies founded joint ventures like JIL and BOND I to fulfill this goal. Both JIL and BODI have worked out specifications on device APIs and security as well as reference implementations for at least one mobile platform. These results are the input for a new round of widget specification within the W3C. While there are neither standards nor implementations around today developers have to handle platform diversity themselves. This problem is tackled by some frameworks of which Phonegap and J2ME-Polish are introduced in the conclusion of this paper.

Competition Policy and Intellectual Property in Today's Global Economy Robert D. Anderson, Nuno Pires de Carvalho, Antony Taubman, 2021-08-05 The fast-evolving relationship between the promotion of welfare-enhancing competition and the balanced protection of intellectual property (IP) rights has attracted the attention of policymakers, analysts and scholars. This interest is inevitable in an environment that lays ever greater emphasis on the management of knowledge and innovation and on mechanisms to ensure that the public derives the expected social and economic benefits from this innovation and the spread of knowledge. This book looks at the positive linkage between IP and competition in jurisdictions around the world, surveying developments and policy issues from an international and comparative perspective. It includes analysis of key doctrinal and policy issues by leading academics and practitioners from around the globe and a cutting-edge survey of related developments across both developed and developing economies. It also situates current policy developments at the national level in the context of multilateral developments, at WIPO, WTO and elsewhere.

Federal Information Processing Standards Publication, 1990

Handbook of Computer Programming with Python

Dimitrios Xanthidis, Christos Manolas, Ourania K. Xanthidou, Han-I Wang, 2022-12-12 This handbook provides a hands-on experience based on the underlying topics, and assists students and faculty members in developing their algorithmic thought process and programs for given computational problems. It can also be used by professionals who possess the necessary theoretical and computational thinking background but are presently making their transition to Python. Key Features:

- Discusses concepts such as basic programming principles, OOP principles, database programming, GUI programming, application development, data analytics and visualization, statistical analysis, virtual reality, data structures and algorithms, machine learning, and deep learning.
- Provides the code and the output for all the concepts discussed.
- Includes a case study at the end of each chapter.

This handbook will benefit students of computer science, information systems, and information technology, or anyone who is involved in computer programming (entry-to-intermediate level), data analytics, HCI-GUI, and related disciplines.

X Window System ,1994

Dojo James E. Harmon, 2008-06-11 Dojo offers Web developers and designers a powerful JavaScript toolkit for rapidly developing robust Ajax applications. Now, for the first time, there's a complete, example-rich developer's guide to Dojo and its growing library of prepackaged widgets. Reviewed and endorsed by the Dojo Foundation, the creators of Dojo, this book brings together all the hands-on guidance and tested code samples you need to succeed. Expert Web developer James E. Harmon begins by demonstrating how to "Ajax-ify" existing applications and pages with Dojo, adding Ajax features such as client- and server-side validation as quickly and nondisruptively as possible. Next, he presents in-depth coverage of Dojo's user interface, form, layout, and specialized Widgets, showing how they work and how to use them most effectively. Among the Widgets, he covers in detail: Date Pickers, Rich Text Editors, Combo Boxes, Expandable

Outlines, and many others. In conclusion, Harmon introduces the Dojo toolkit's powerful capabilities for simplifying Ajax development. He thoroughly explains Dojo's helper functions, shortcuts, and special methods, illuminating each feature with examples of the JavaScript problems it can solve. This section's far-ranging coverage includes strings, JSON support, event handling, Ajax remoting, Dojo and the DOM, testing, debugging, and much more. All source code examples are provided on a companion Web site, including source code for a complete tutorial case study application.

Advances in Web-based Learning - ICWL 2012 Elvira Popescu, Qing Li, Ralf Klamma, Howard Leung, Marcus Specht, 2012-08-23 This book constitutes the refereed proceedings of the 11th International Conference on Web-Based Learning, ICWL 2012, held in Sinaia, Romania, in September, 2012. The 28 revised full papers presented together with 10 short papers were carefully reviewed and selected from about 105 submissions. The papers are organized in topical sections on Computer Supported Collaborative Learning, Web 2.0 and Social Learning Environments; Personal Learning Environments; Learning Objects' Management and Ontologies; Game-Based Learning; Personalized and Adaptive Learning; Feedback, Assessment and Learning Analytics; Design, Model and Implementation of E-Learning Platforms and Tools; Pedagogical Issues, Practice and Experience Sharing.

X Toolkit J. McCormack, 1990

WordPress All-in-One For Dummies Lisa Sabin-Wilson, 2013-05-06 Top WordPress guide, now fully updated for the latest WordPress release! This updated new edition comprises one of the largest collections of practical intermediate to advanced information on WordPress. Fully updated for the latest WordPress release, this in-depth book covers it all, from setting up your software to publishing your site, using SEO and social media, developing and using plug-ins, running multiple sites with

WordPress, and more. Veteran author Lisa Sabin-Wilson is a top authority on WordPress, and she and her co-authors pack this book with essential and easy-to-follow tips, techniques, and advice. Presents straightforward and easy-to-understand intermediate to advanced coverage of the WordPress, the most popular blog software in use today Features eight minibooks that cover what you need to know in depth, including WordPress basics, setting up the software, exploring the dashboard, publishing your site with WordPress, using SEO and social media, customizing the look of your site, using plug-ins, and running multiple sites with WordPress Covers the very latest release of WordPress Get up to speed on WordPress with WordPress All-in-One For Dummies, 2nd Edition, and turn your hobby into a business!

Availability, Reliability, and Security in Information Systems

Stephanie Teufel,Tjoa A Min,Ilssun You,Edgar Weippl,2014-09-03 This volume constitutes the refereed proceedings of two workshops: the International Cross-Domain Conference and Workshop on Availability, Reliability and Security, CD-ARES 2014, and the 4th International Workshop on Security and Cognitive Informatics for Homeland Defense, SeCIHD 2014, co-located with the International Conference on Availability, Reliability and Security, ARES 2014, held in Fribourg, Switzerland, in September 2014. The 23 revised full papers presented were carefully reviewed and selected from numerous submissions. The papers deal with knowledge management, software security, mobile and social computing, enterprise information systems, homeland security and information processing.

Beginning Flutter Marco L. Napoli,2019-10-08 Build your first app in Flutter—no experience necessary! Beginning Flutter: A Hands-On Guide to App Development is the essential resource for both experienced and novice developers interested in getting started with Flutter—the powerful new mobile software

development kit. With Flutter, you can quickly and easily develop beautiful, powerful apps for both Android and iOS, without the need to learn multiple programming languages or juggle more than one code base. This book walks you through the process step by step. In Flutter, you'll be working with Dart, the programming language of choice for top app developers. Even if you're just starting out in your development career, you can learn Dart quickly, eliminating the barrier to entry for building apps. This is a more efficient way to develop and maintain cross-platform mobile apps, and this book makes the process even easier with a teach-by-example approach. Focus on providing quality content by eliminating the need to switch between multiple coding languages. Learn the ins and outs of Flutter, including all the frameworks, widgets, and tools available to developers. Accelerate your app development pace, keeping all the code for your cross-platform app in a single code base. Leapfrog barriers to entry to the mobile software market, creating your first app with no experience necessary. The Flutter community is growing rapidly and transforming the way Android and iOS apps get made. Beginning Flutter allows you to get on board with the latest app development technology, giving your mobile development career a big head start.

Practical Flutter Frank Zammetti, 2019-07-19 Explore what Flutter has to offer, where it came from, and where it's going. Mobile development is progressing at a fast rate and with Flutter – an open-source mobile application development SDK created by Google – you can develop applications for Android and iOS, as well as Google Fuchsia. Learn to create three apps (a personal information manager, a chat system, and a game project) that you can install on your mobile devices and use for real. You will begin by getting a solid foundation of Flutter knowledge, and building on it immediately by constructing two more traditional productivity apps.. You will also learn to create a game, enabling you to see a whole other perspective on what Flutter can do. In

addition to building these apps, you'll have the benefit of reviewing real-world issues you might encounter, along with ways to deal with them through tips and tricks, all designed to make your Flutter experience that much more productive and, frankly, fun! Practical Flutter will leave you with a solid grasp of how to build apps with Flutter, and springboard into creating more advanced apps on your own. By the time your journey through this material concludes, another larger one will begin as you springboard, well-prepared, into the larger world of Flutter development, tackling any project that comes your way with aplomb. Practical Flutter is a learning adventure you won't want to miss.

What You'll Learn Get a Flutter project started and logically structure it Use the interface elements Flutter provides, such as widgets, controls, and extensions Build layouts using interface elements Use available tooling, specifically Android Studio Leverage server-side development and connect a Flutter app to a server back-end. **Who This Book Is For** Mobile developers who are looking to build for multiple mobile platforms and trying to do so with a codebase that is largely the same across all. Basic knowledge of iOS and Android generally, and some general programming experience is expected.

Perl in a Nutshell Nathan Patwardhan, Ellen Siever, Stephen Spainhour, 2002-06-03 This complete guide to the Perl programming language ranges widely through the Perl programmer's universe, gathering together in a convenient form a wealth of information about Perl itself and its application to CGI scripts, XML processing, network programming, database interaction, and graphical user interfaces. The book is an ideal reference for experienced Perl programmers and beginners alike. With more than a million dedicated programmers, Perl is proving to be the best language for the latest trends in computing and business, including network programming and the ability to create and manage web sites. It's a language that every Unix system administrator and serious web developer needs to know.

In the past few years, Perl has found its way into complex web applications of multinational banks, the U.S. Federal Reserve, and hundreds of large corporations. In this second edition, Perl in a Nutshell has been expanded to include coverage of Perl 5.8, with information on Unicode processing in Perl, new functions and modules that have been added to the core language, and up-to-date details on running Perl on the Win32 platform. The book also covers Perl modules for recent technologies such as XML and SOAP. Here are just some of the topics contained in this book:

- Basic Perl reference
- Quick reference to built-in functions and standard modules
- CGI.pm and mod_perl
- XML::* modules
- DBI, the database-independent API for Perl
- Sockets programming
- LWP, the library for Web programming in Perl
- Network programming with the Net modules
- Perl/Tk, the Tk extension to Perl for graphical interfaces
- Modules for interfacing with Win32 systems

As part of the successful in a Nutshell book series from O'Reilly & Associates, Perl in a Nutshell is for readers who want a single reference for all their needs. In a nutshell, Perl is designed to make the easy jobs easy, without making the hard jobs impossible.-- Larry Wall, creator of Perl

Distributed, Ambient and Pervasive Interactions Norbert Streitz, Shin'ichi Konomi, 2021-07-07 This conference proceedings LNCS 12782 constitutes the refereed proceedings of the 9 th International Conference on Distributed, Ambient and Pervasive Interactions, DAPI 2021, held as part of the 23rd International Conference, HCI International 2021, which took place in July 2021. The conference was held virtually due to the COVID-19 pandemic. The total of 1276 papers and 241 posters included in the 39 HCII 2021 proceedings volumes was carefully reviewed and selected from 5222 submissions. The papers of DAPI 2021, Distributed, Ambient and Pervasive Interactions, are organized in topical sections named: Smart Cities; IoT, Sensors and Smart Environments; Learning and Culture in Intelligent Environments; Designing Intelligent Environments.

X Toolkit Intrinsic Ref Man R5 David Flanagan,1992-08 The X Toolkit Intrinsic Reference Manual is a complete programmer's reference for the X Toolkit. It provides reference pages for each of the Xt functions as well as the widget classes defined by Xt and the Athena widgets. This volume is based on Xt documentation from the X Consortium and has been re-edited, reorganized, and expanded. Contents include: Reference pages for each of the Xt Intrinsic and macros, organized alphabetically for ease of use. Reference pages for the interface definitions of functions registered using other Xt functions. Reference pages for the Core, Composite, and Constraint widget methods. Reference pages for the Object, RectObj, Core, Composite, Constraint, and Shell widget classes defined by Xt. Reference pages for Athena widget classes. Reference pages for Xt-related Xmu functions. Permuted index. Many appendices and quick reference aids. The third edition of Volume 5 has been completely revised. In addition to covering Release 4 and Release 5 of X, all the man pages have been completely rewritten for clarity and ease of use, and new examples and descriptions have been added throughout the book. This manual is a companion to Volume 4M, X Toolkit Intrinsic Programming Manual.

Articulating Design Decisions Tom Greever,2015-09-25 Annotation Every designer has had to justify designs to non-designers, yet most lack the ability to explain themselves in a way that is compelling and fosters agreement. The ability to effectively articulate design decisions is critical to the success of a project, because the most articulate person often wins. This practical book provides principles, tactics and actionable methods for talking about designs with executives, managers, developers, marketers and other stakeholders who have influence over the project with the goal of winning them over and creating the best user experience.

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