

Map Viewer 's Developer

Alan Cline

OCP Oracle Certified Professional Java SE 17 Developer (1Z0-829) Programmer's Guide Khalid A. Mughal,Vasily A. Strelnikov,2023-02-23 OCP Oracle Certified Professional Java SE 17 Developer (Exam 1Z0-829)

Programmer's Guide is a unique guide that combines a rigorous introduction to programming in Java with meticulous coverage of the Java SE 17 and Java SE 11 Developer exam objectives. Fully updated to reflect changes in the latest exams, it features an increased focus on analyzing code scenarios--not just individual language constructs. Each objective is thoroughly addressed, reflecting the latest features and APIs, as well as best practices for taking the exam. The only book anyone needs to study for Java SE 17 Developer or Java SE 11 Developer certification. Features include: Easy to find coverage of key topics relevant to each exam objective An introduction to essential concepts in object-oriented programming (OOP) and functional-style programming In-depth coverage of declarations, access control, operators, flow control, OOP techniques, lambda expressions, streams, modules, concurrency, Java I/O, key API classes, and much more Program output demonstrating expected results from complete Java programs Unique diagrams to illustrate important concepts, such as Java I/O, modules, and streams Extensive use of (Unified Modeling Language) UML to illustrate program design Dozens of review questions with annotated answers to help prepare for the exam and a complete mock exam Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

The Java Developer's Guide to Eclipse Jim D'Anjou,2005 Fully updated and revised for Eclipse 3.0, this book is the definitive Eclipse reference--an indispensable guide for tool builders, rich client application developers, and anyone customizing or extending the Eclipse environment. --Dave Thomson, Eclipse Project Program Director, IBM The Ultimate Guide to Eclipse 3.0 for the Java Developer. No Eclipse Experience Required! Eclipse is a world-class Java integrated development environment (IDE) and an open source project and community. Written by members of the IBM Eclipse Jumpstart team, The Java(tm) Developer's Guide to Eclipse, Second Edition, is the definitive Eclipse companion. As in the best-selling first edition, the authors draw on their considerable experience teaching Eclipse and mentoring developers to provide guidance on how to customize Eclipse for increased productivity and efficiency. In this greatly expanded edition, readers will find A total update, including the first edition's hallmark, proven exercises--all revised to reflect Eclipse 3.0 changes to the APIs, plug-ins, UI, widgets, and more A special focus on rich client support with a new chapter and two exercises A comprehensive exercise on using Eclipse to develop a Web commerce application using Apache's Tomcat A new chapter on JFace viewers and added coverage of views A new chapter on internationalization and accessibility New chapters on performance tuning and Swing interoperability Using this book, those new to Eclipse will become proficient with it, while advanced developers will learn how to extend Eclipse and build their own Eclipse-based tools. The accompanying CD-ROM contains Eclipse 3.0, as well as exercise solutions and many code examples. Whether you want to use Eclipse and Eclipse-based offerings as your integrated development environment or customize Eclipse further, this must-have book will quickly bring you up to speed.

Guidance on spatial technologies for disaster risk management in aquaculture Food and Agriculture Organization of the United Nations,2019-01-24 This new guide describes the application of spatial technology to improve disaster risk management (DRM) within the aquaculture sector. DRM requires interrelated actions and activities to ensure early warning, prevention, preparedness, response and recovery for a wide range of natural, technological and complex disasters that can impact aquaculture operations and livelihoods. Spatial technology refers to systems and tools that acquire, manage and analyse data that have geographic context. Some of the technologies include satellite remote sensing, aerial surveys, global positioning systems, geographic information systems, information and communication technology and other data gathering sensors used, for instance, in meteorology. Spatial technology supports activities across all phases of the DRM cycle and its rapid development provides enhanced opportunities to support DRM within the aquaculture sector. This guide is organized in two parts. Part one is the "guidance"; it is the main body of the document and describes the processes and steps for the use of spatial technology within DRM for aquaculture. Part two includes selected country case studies from Bangladesh, the Gulf of Mexico and the Caribbean, and Indonesia to illustrate the application of spatial technology in DRM for aquaculture at the national level within local contexts. Best practices at the farm and area management levels, supported by spatial technology, reduce volatility and risks and thus facilitate investment. Countries that would like aquaculture to grow sustainably and reliably are encouraged to use this guide in order to support spatial planning approaches and protect responsible investors. A separate summary version accompanies this publication.

Agile Development in the Real World Alan Cline,2015-12-28 This book is a practical guide for new agile practitioners and contains everything a new project manager needs to know to get up to speed with agile practices quickly and sort out the hype and dogma of pseudo-agile practices.The author lays out the general guidelines for running an agile project with the assumption that the project team may be working in a traditional environment (using the waterfall model, or something similar). Agile Development in the Real World conveys valuable insights to multiple audiences: For new-to-agile project managers, this book provides a distinctive approach that Alan Cline has used with great success, while showing the decision points and perspectives as the agile project moves forward from one step to the next. This allows new agile project managers or agile

coaches to choose between the benefits of agile and the benefits of other methods. For the agile technical team member, this book contains templates and sample project artifacts to assist in learning agile techniques and to be used as exemplars for the new practitioner's own project. For the Project Management Office (PMO), the first three chapters focus on portfolio management. They explain, for the agilists' benefit, how projects are selected and approved, and why projects have an inherent shelf-life that results in hard deadlines that may seem arbitrary to traditional technical teams. What You Will Learn: How and why the evolution of project management, from PM-1 (prescriptive) to PM-2 (adaptive) affects modern 21st century project management. How sociology (stakeholder management), psychology (team dynamics), and anthropology (organizational culture) affect the way software is developed today, and why it is far more effective A clear delineation of what must to be accomplished by all the roles (PM, BA, APM, Developer, and Tester), why those roles are needed, and what they must do Step-by-step guide for a successful project based on studies and the author's own experiences. Specific techniques for each role on the development team, both in the pre-iteration and iteration cycles, of product development. The appendices contain templates that the team could use or modify to tailor their own agile processes specific to the team, project, and organization.

Beginning Google Maps API 3 Gabriel Svennerberg,2010-09-08 This book is about the next generation of the Google Maps API. It will provide the reader with the skills and knowledge necessary to incorporate Google Maps version 3 on web pages in both desktop and mobile browsers. It also describes how to deal with common problems that most map developers encounter at some point, like performance and usability issues with having too many markers and possible solutions to that. Introduction to the Google Maps API version 3 Solutions to common problems most developers encounters (too many markers, common JavaScript pitfalls) Best practices using HTML/CSS/JavaScript and Google Maps

Oracle ADF Real World Developer's Guide Jobinesh Purushothaman,2012-10-22 Become an ADF expert with essential tips n' tricks and case studies for leveraging your ADF applications.

RoboCup 2000: Robot Soccer World Cup IV Peter Stone,Tucker Balch,Gerhard Kraetzschmar,2003-06-29 This book is the fourth official archival publication devoted to RoboCup and documents the achievements presented at the Fourth Robot World Cup Soccer Games and Conferences, RoboCup 2000, held in Melbourne, Australia, in August/September 2000. The book presents the following parts: introductory overview and survey, championship papers by the winners of the competitions, finalist papers for the RoboCup challenge awards, papers and posters presented at the workshop, team description of a large number of participating teams. This book is mandatory reading for the rapidly growing RoboCup community as well as a valuable source of reference and inspiration for R & D professionals interested in multi-agent systems, distributed artificial intelligence, and intelligent robotics.

Geospatial Free and Open Source Software in the 21st Century Erwan Bocher,Markus Neteler,2012-02-22 This book contains papers presented at the first Open Source Geospatial Research Symposium held in Nantes City, France, 8-10 July, 2009. It brings together insights and ideas in the fields of Geospatial Information and Geoinformatics. It demonstrates the scientific community dynamism related to open source and free software as well as in defining new concepts, standards or tools.

Mobile Platforms and Development Environments Sumi Helal,Raja Bose,Wendong Li,2012 Mobile platform development has lately become a technological war zone with extremely dynamic and fluid movement, especially in the smart phone and tablet market space. This Synthesis lecture is a guide to the latest developments of the key mobile platforms that are shaping the mobile platform industry. The book covers the three currently dominant native platforms -- iOS, Android and Windows Phone -- along with the device-agnostic HTML5 mobile web platform. The lecture also covers location-based services (LBS) which can be considered as a platform in its own right. The lecture utilizes a sample application (TwitterSearch) that the authors show programmed on each of the platforms. Audiences who may benefit from this lecture include: (1) undergraduate and graduate students taking mobile computing classes or self-learning the mobile platform programmability road map; (2) academic and industrial researchers working on mobile computing R&D projects; (3) mobile app developers for a specific platform who may be curious about other platforms; (4) system integrator consultants and firms concerned with mobilizing businesses and enterprise apps; and (5) industries including health care, logistics, mobile workforce management, mobile commerce and payment systems and mobile search and advertisement. Table of Contents: From the Newton to the iPhone / iOS / Android / Windows Phone / Mobile Web / Platform-in-Platform: Location-Based Services (LBS) / The Future of Mobile Platforms / TwitterSearch Sample Application

OUR FRAGILE WORLD: Challenges and Opportunities for Sustainable Development - Volume I M. K. Tolba,2001-08-23 This publication, Our Fragile World: Challenges and Opportunities for Sustainable Development, presents perspectives of several important subjects that are covered in greater detail and depth in the Encyclopedia of Life Support Systems (EOLSS). The contributions to the two volumes provide an integrated presentation of knowledge and worldviews related to the state of: Earth's natural resources, social resources, institutional resources, and economic and financial resources. They present the vision and thinking of over 200 authors in

support of efforts to solve the complex problems connected with sustainable development, and to secure perennial life support on The Blue Planet'. These contributions are holistic, informative, forward looking, and will be of interest to a broad readership. This volume presents contributions with focus on the Natural and Social Dimensions of sustainable Development in to two sections: NATURAL SYSTEMS AND RESOURCES (Natural Systems and Climate Change ; - Natural Resources Management). - SOCIO-CULTURAL ISSUES (Human Security, Peace, and Socio-Cultural issues; Equity and Ethical issues).

Microsoft Mapping Second Edition Carmen Au,Ray Rischpater,2015-10-27 This 200 page revised edition of Microsoft Mapping includes the latest details about SQL Server 2014 and the new 3D and Streetside-capable map control for Windows 10 applications. It contains updated chapters on Microsoft Azure and Power Map for Excel plus a new chapter on Bing Maps for Universal Windows. The book tells a story, from beginning to end, of planning and deploying a single geospatial application built using Microsoft technologies from end-to-end. Readers are expected to have basic familiarity with the fundamentals of developing for Microsoft platforms (some understanding of basic SQL, C#, .NET, and WCF); as readers work through the book they will build on their existing skills so that they will be able to deploy geospatial applications for social networking, data collection, enterprise management, or other purposes. Microsoft Mapping Second Edition provides: The only full book for developers who want to create location-aware apps using the Windows 10 platform Fully working code samples that show the concepts in use with ASP.NET 4.5 and Windows 10. Complete solutions to the common problems of geospatial development: visualization, hosting and localization of services are all explained. Demonstrates how the Bing Maps API can be connected to the Azure Cloud in order to provide a stand-alone mapping bolt-on with little additional up-front cost and great reliability. Unique coverage of how the Bing Maps API can be implanted within Windows and Windows Phone applications for Windows 10 applications to provide a robust service tailored to the capabilities of each device. Coverage of the new Windows 10 Bing Maps control, which supports viewing Streetside and aerial data.

Beginning Flash, Flex, and AIR Development for Mobile Devices Jermaine G. Anderson,2011-10-13 Easily create cross-platform, standalone native applications for mobile devices using AIR AIR allows you to develop the rich, creative, interactive media experiences for mobile applications. This easy-to-follow guide covers everything you need to know to create rich mobile applications using Adobe Flash Builder. Packed with examples, this book shows you how to build applications for mobile devices using a combination of ActionScript, the Flex framework and AIR. You'll discover how these applications are able to run across multiple mobile and tablet devices, targeting Google Android, Apple iOS, and BlackBerry platforms. Plus, hands-on instructions detail how to leverage the unique hardware and software features that are available to each various device and platform. Serves an ideal starting point for learning to create rich, interactive applications for mobile devices Includes hands-on examples that demonstrate how to best use the variety of hardware and software features Escorts you through mobile app concept to completion with sample code and step-by-step instructions Discusses such topics as enabling multitouch; developing for multiple screen sizes; maintaining app data; and much more Start building standalone mobile applications today with Beginning Flash, Flex, and AIR Development for Mobile Devices.

The iOS 5 Developer's Cookbook Erica Sadun,2011-11-14 UPDATE It has come to our attention that problems occurred during the production process of The iOS 5 Developer's Cookbook . The scope of the error is widespread. Our processing tools stripped out bits of code from listings and examples in the book. Since the electronic books are generated from the files we send to the printer, all eBook versions (including Kindle, EPUB, and PDF) were also affected. Please rest assured that the content is up to Erica Sadun's exceptional standards. We have resolved the production issues internally. We will be reprinting and producing new eBook versions of The iOS 5 Developer's Cookbook this week. The problems we encountered do not affect the sample code that Erica hosts on her GitHub repository; this is a print/eBook-only issue. While we take every measure to avoid problems such as this, sometimes these things do happen. On behalf of Erica, and from all of Pearson, we regret this unfortunate incident. We assure you that we take this very seriously and that we have taken every measure to ensure this won't happen again. Very soon, we will provide customers who have purchased the current printing with information on identifying whether your book was affected. We will explain how to obtain a replacement. We apologize for any inconvenience this has caused and thank you for your patience while we prepare the reprint and new eBook editions. Please check here (InformIT.com/ios5update) and on Erica's site (ericasadun.com) for more information. The iOS 5 Developer's Cookbook, Third Edition Covers iOS 5, Xcode 4.2, Objective-C 2.0's ARC, LLVM, and more! In this book, bestselling author and iOS development guru Erica Sadun brings together all the information you need to quickly start building successful iOS apps for iPhone, iPad, and iPod touch. Sadun has thoroughly revised this book to focus on powerful new iOS 5 features, the latest version of Objective-C, and the Xcode 4 development tools. The iOS 5 Developer's Cookbook, Third Edition is packed with ready-made code solutions for the iOS 5 development challenges you're most likely to face, eliminating trial-and-error and helping you build reliable apps from the very beginning. Sadun teaches each new concept and technique through robust code that is easy to reuse and extend. This isn't just cut-and-paste: Using her examples, Sadun fully explains both the "how" and "why" of effective iOS 5 development. Sadun's tested recipes address virtually every major area of iOS development, from user interface design to view

controllers, gestures and touch, to networking and security. Every chapter groups related tasks together, so you can jump straight to your solution, without having to identify the right class or framework first. Coverage includes: Mastering the iOS 5 SDK, Objective-C essentials, and the iOS development lifecycle Designing and customizing interfaces with Interface Builder and Objective-C Organizing apps with view controllers, views, and animations featuring the latest Page View controllers and custom containers Making the most of touch and gestures—including custom gesture recognizers Building and using controls from the ground up Working with Core Image and Core Text Implementing fully featured Table View edits, reordering, and custom cells Creating managed database stores; then adding, deleting, querying, and displaying data Alerting users with dialogs, progress bars, local and push notifications, popovers, and pings Requesting and using feedback Connecting to networks and services, handling authentication, and managing downloads Deploying apps to devices, testers, and the App Store

Extending Virtual Worlds Ann Latham Cudworth,2018-09-03 Written as the successor to Virtual World Design: Creating Immersive Virtual Environments, this book carries the ideas brought forward in its predecessor to new levels of virtual world design exploration and experimentation. Written by an Emmy award-winning designer with 22 years of experience creating virtual environments for television and online communities, Extending Virtual Worlds: Advanced Design for Virtual Environments explores advanced topics such as multi-regional design, game-based sims, and narrative structure for environments. The book provides bedrock knowledge and practical examples of how to leverage design concepts within the intertwined structures of physics engines, level of detail (LOD) systems, and advanced material editors. It also shows designers new ways to influence the experience of virtual world visitors through immersive narrative and storytelling. With over 150 illustrations and 10 step-by-step projects that include the necessary 3D models and modular components, it delivers hours of stimulating creative challenges for people working in public virtual worlds or on private grids. By using this book, novices and advanced users will deepen their understanding of game design and how it can be applied to creating game-based virtual environments. It also serves as a foundational text for class work in distance learning, simulation, and other learning technologies that use virtual environments.

FileMaker 12 Developers Reference Bob Bowers,Steve Lane,Scott Love,Dawn Heady,2012-08-23 The new FileMaker 12 allows you to build unparalleled databases for a wide variety of devices, from Windows and Mac desktops to iPhones and iPad. With 10 million registered customers, FileMaker's users are average Joes who are knowledge workers, subject matter experts, and business users from all walks of life. The community extends well beyond the pool of professional software developers. FileMaker's legendary ease-of-use has led to its wide adoption and has allowed non-programmers an avenue into creating sophisticated software solutions. FileMaker 12 Developer's Reference will serve to help bridge the gaps in these people's understanding of FileMaker's hundreds of calculation functions, script steps, and operations. They know FileMaker, they've used it for years, but they need a quick reference, immediately accessible while not interrupting their work on screen. There is no other book like this on the market. All FileMaker books include information on calculation formulas, scripting, etc., but none have expressly focused on giving readers one simple thing: a quick reference to be used in conjunction with their programming efforts. Some books teach, others explain, still others explore specific in-depth topics. This book will appeal to the entire FileMaker Pro community and be a great extension of their library. This edition is updated for the many new features coming with FileMaker 12, including the product's design functionality and the file format, and a new section dedicated to FileMaker Go, which is the iOS client.

Soft Tissue Biomechanical Modeling for Computer Assisted Surgery Yohan Payan,2012-04-27 This volume focuses on the biomechanical modeling of biological tissues in the context of Computer Assisted Surgery (CAS). More specifically, deformable soft tissues are addressed since they are the subject of the most recent developments in this field. The pioneering works on this CAS topic date from the 1980's, with applications in orthopaedics and biomechanical models of bones. More recently, however, biomechanical models of soft tissues have been proposed since most of the human body is made of soft organs that can be deformed by the surgical gesture. Such models are much more complicated to handle since the tissues can be subject to large deformations (non-linear geometrical framework) as well as complex stress/strain relationships (non-linear mechanical framework). Part 1 of the volume presents biomechanical models that have been developed in a CAS context and used during surgery. This is particularly new since most of the soft tissues models already proposed concern Computer Assisted Planning, with a pre-operative use of the models. Then, the volume addresses the two key issues raised for an intra-operative use of soft tissues models, namely (Part 2) “how to estimate the in vivo mechanical behavior of the tissues?” (i.e. what are the values of the mechanical parameters that can deliver realistic patient-specific behavior?) and (Part 3) “how to build a modeling platform that provides generic real-time (or at least interactive-time) numerical simulations?”

International Conference on Intelligent Computing and Applications Subhransu Sekhar Dash,Swagatam Das,Bijaya Ketan Panigrahi,2017-12-28 The book is a collection of best papers presented in International Conference on Intelligent Computing and Applications (ICICA 2016) organized by Department of Computer Engineering, D.Y. Patil College of Engineering, Pune, India during 20-22 December 2016. The book presents

original work, information, techniques and applications in the field of computational intelligence, power and computing technology. This volume also talks about image language processing, computer vision and pattern recognition, machine learning, data mining and computational life sciences, management of data including Big Data and analytics, distributed and mobile systems including grid and cloud infrastructure.

Towards a Service-Based Internet Petri Mähönen,Klaus Pohl,Thierry Priol,2008-12-11 Today it is almost impossible to remember what life was like with no computer, no mobile phone, and no Internet for accessing information, performing transactions or exchanging emails and data. New technology is bringing wave after wave of new benefits to daily life: organisations are doing business with each other via the Internet; people are filling in tax declarations online and booking their next vacation through the Internet. In general we are all progressively increasing (and dependent on) software and services running on computers, connecting mobile phones and other devices, and exchanging information on the Internet. People like to shop around and exercise choice. So do businesses and public administrations. Today they can buy a complete software package that best suits their needs, even though they may never use some of the tools it offers, or other desirable tools are not available. In the future they may no longer have to compromise on choice. Alternative approaches like “Software as a Service” and “Computing Resources as a Service” are emerging. Software is provided on-line as a service when and where it is needed, and the same for computing resources needed to run software. Such an approach allows individuals and organisations to tap into and effectively harness the immense wealth of information, knowledge and analytical resources when they need them, paying only for what they use. Customers are bound to benefit when there is a sufficiently rich choice of services.

ArcView GIS/Avenue Developer's Guide Amir H. Razavi,1999 This new edition on the basics of the programming language of ArcView shows readers how to customize the ArcView GIS interface, create and test scripts, produce hardcopy maps, and integrate ArcView GIS with other applications. New information has been added on programming Spatial Analyst and other extensions and programming with Shape Files and scale-based graphics. A companion diskette has been fully updated for use with version 3.1.

Wireless Health Mehran Mehregany, PhD,2014-11-30 This book teaches the fundamental and practical knowledge necessary to advance wireless health technology and applications. It is suitable for both instructional and self-learning. The approach is an integrated, multidisciplinary treatment of the subject. Each chapter includes: Abstract, Learning Objectives, Introduction, Chapter Content, and Summary. This book is developed for graduate students and working professionals with technology, science and clinical backgrounds. It is also an effective informational resource for the broader community. The authors are practicing topic experts from academia and industry. The editor has developed a graduate course in the topic, which has been taught using informal drafts of this book since 2011. This book covers the following topics: About the Authors Foreword Preface Introduction Chapter 1 Introduction to Wireless Health Mehran Mehregany Chapter 2 Products, Services, and Business Models Mehran Mehregany and Vicki Smith Chapter 3 Physicians, Hospitals, and Clinics Kendal Williams Chapter 4 The Current US Health Care System David Gruber Chapter 5 Policy and Regulatory Aspects Dale Nordenberg Chapter 6 Personalized Medicine and Public Health Brigitte Piniewski, MD Chapter 7 Health Information Technology Rick Cnossen Chapter 8 Microsystems Masoud Roham Chapter 9 Wireless Communications Stein Lundby Chapter 10 Computing and Information John Sharp Chapter 11 Social Media and Health Keith Monroe Chapter 12 Electronic Instrumentation Christian Falconi Chapter 13 Medical Device Design Enrique Saldivar and Rajeev D. Rajan Chapter 14 Design for the Consumer Patient Srinivas Raghavan Chapter 15 Design for the Health Care Team Srinivas Raghavan Chapter 16 Leveraging the Power of Games Alan Price Chapter 17 Platforms, Interoperability, and Standards Rajeev D. Rajan Chapter 18 Steps Toward Security of Wireless Medical Devices Mike Ahmadi

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Map Viewer 's Developer Introduction

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