

My Desktop Wiki 2.0 's Developer

Pa?kowska, Ma?gorzata

Professional Wikis Mark S. Choate, 2008 The success of Wikipedia has proven just how effective wikis can be for collaborative editing on a large scale—larger than anyone originally thought possible. This book shows you how to install, use, manage, and extend a wiki using MediaWiki—the wiki engine used to power Wikipedia. As each chapter builds on previous ones, tasks involving wikis progress from simple to those of increasing complexity and evolve from theory to case study. You'll learn wiki terminology and how to create user accounts and new pages, use wiki links, and find your way around the wiki. Special focus is placed on how wikis are used in software and web development projects and how their capabilities ideally suit a specific environment and audience. You'll quickly come to discover why wikis are a valuable addition for any organization that wants to increase productivity using web-based collaboration tools. What you will learn from this book When to use wikis instead of a more formal content management system What to look for when evaluating wikis in order to avoid unexpected pitfalls How to install MediaWiki using Apache, PHP, MySQL®, and other alternatives How wikitext allows you to edit content from any web browser and create links to other wiki pages Ways to comment on pages, move them, track changes, and syndicate wiki pages with RSS Who this book is for This book is for programmers, developers, information architects, designers, and content authors who are looking to use wikis to improve team productivity. Knowledge of HTML, XML, CSS, PHP, MySQL, and PostgreSQL is necessary. Wrox Professional guides are planned and written by working programmers to meet the real-world needs of programmers, developers, and IT professionals. Focused and relevant, they address the issues technology professionals face every day. They provide examples, practical solutions, and expert education in new technologies, all designed to help programmers do a better job.

Clinical Research Computing Prakash Nadkarni, 2016-04-29 Clinical Research Computing: A Practitioner's Handbook deals with the nuts-and-bolts of providing informatics and computing support for clinical research. The subjects that the practitioner must be aware of are not only technological and scientific, but also organizational and managerial. Therefore, the author offers case studies based on real life experiences in order to prepare the readers for the challenges they may face during their experiences either supporting clinical research or supporting electronic record systems. Clinical research computing is the application of computational methods to the broad field of clinical research. With the advent of modern digital computing, and the powerful data collection, storage, and analysis that is possible with it, it becomes more relevant to understand the technical details in order to fully seize its opportunities. Offers case studies, based on real-life examples where possible, to engage the readers with more complex examples Provides studies backed by technical details, e.g., schema diagrams, code snippets or algorithms illustrating particular techniques, to give the readers confidence to employ the techniques described in their own settings Offers didactic content organization and an increasing complexity through the chapters

Frameworks of IT Prosumption for Business Development Pa?kowska, Ma?gorzata, 2013-07-31 Separation distinction between the roles of the producer and consumer has become blurred with the development of new science and technologies enabling the emergence of the prosumer, or the active consumer. In the IT sector, the role of the end-user has broadened to include innovation and development practices in addition to the traditional consumer activities. As such, businesses must create opportunities for product development and innovation by the consumers. Frameworks of IT Prosumption for Business Development investigates the latest empirical research on active use of information technology resources, enabling users with new methodologies, tools, and opportunities to impact application development processes. The objective of this reference book is to mobilize end-users to take a more active role in their own IT solutions, which will in turn assist in the development of best practices in IT at all levels.

MediaWiki Daniel J. Barrett, 2008-10-14 A good book! It's a nice overview of wiki editing and administration, with pointers to handy extensions and further online documentation.-Brion Vibber, Chief Technical Officer, Wikimedia Foundation This book is filled with practical knowledge based on experience. It's not just spouting some party line.-Rob Church, a developer of MediaWiki MediaWiki is the world's most popular wiki platform, the software that runs Wikipedia and thousands of other websites. Though it appears simple to use at first glance, MediaWiki has extraordinarily powerful and deep capabilities for managing and organizing knowledge. In corporate environments, MediaWiki can transform the way teams write and collaborate. This comprehensive book covers MediaWiki's rich (and sometimes subtle) features, helping you become a wiki expert in no time. You'll learn how to: Find your way around by effective searching and browsing Create and edit articles, categories, and user preferences Use advanced features for authors, such as templates, dynamic lists, logical parser functions, and RSS, to organize and maintain large numbers of articles Install and run your own wiki, and configure its look and behavior Develop custom wiki features, called extensions, with the PHP programming language and MySQL database This book also provides special guidance for creating successful corporate wikis. For beginners who want to create or work on collaborative, community-driven websites with this platform, MediaWiki is the essential one-stop guide. I was a MediaWiki newbie before reading this book. Now, many aspects of the platform that were murky before are crystal clear.-JP Vossen, author of O'Reilly's Bash Cookbook

Genomic and Personalized Medicine, 2008-11-11 This two-volume set – winner of a 2013 Highly Commended BMA Medical Book Award for Medicine – provides an in-depth look at one of the most promising avenues for advances in the diagnosis, prevention and treatment of human disease. The inclusion of the latest information on diagnostic testing, population screening, predicting disease susceptibility, pharmacogenomics and more presents this book as an essential tool for both students and specialists across many biological and medical disciplines, including human genetics and genomics, oncology, neuroscience, cardiology, infectious disease, molecular medicine, and biomedical science, as well as health policy disciplines focusing on ethical, legal, regulatory and economic aspects of genomics and medicine. Volume One Includes: Principles, Methodology and Translational Approaches, takes readers on the journey from principles of human genomics to technology, informatic and computational platforms for genomic medicine, as well as strategies for translating genomic discoveries into advances in personalized clinical care. Volume Two Includes: Genome Discoveries and Clinical Applications presents the latest developments in disease-based genomic and personalized medicine. With chapters dedicated to cardiovascular disease, oncology, inflammatory disease, metabolic disease, neuropsychiatric disease, and infectious disease, this work provides the most comprehensive guide to the principles and practice of genomic and personalized medicine. Highly Commended 2013 BMA Medical Book Award for Medicine Contributions from leaders in the field provide unparalleled insight into current technologies and applications in clinical medicine. Full colour throughout enhances the utility of this work as the only available comprehensive reference for genomic and personalized medicine. Discusses scientific foundations

and practical applications of new discoveries, as well as ethical, legal/regulatory, and social issues related to the practice of genomic medicine.

Pro Java 6 3D Game Development Andrew Davison, 2008-01-01 This book looks at the two most popular ways of using Java SE 6 to write 3D games on PCs: Java 3D (a high-level scene graph API) and JOGL (a Java layer over OpenGL). Written by Java gaming expert, Andrew Davison, this book uses the new Java (SE) 6 platform and its features including splash screens, scripting, and the desktop tray interface. This book is also unique in that it covers Java game development using the Java 3D API and Java for OpenGL--both critical components and libraries for Java-based 3D game application development

Storage Systems Alexander Thomasian, 2021-10-13 Storage Systems: Organization, Performance, Coding, Reliability and Their Data Processing was motivated by the 1988 Redundant Array of Inexpensive/Independent Disks proposal to replace large form factor mainframe disks with an array of commodity disks. Disk loads are balanced by striping data into strips—with one strip per disk—and storage reliability is enhanced via replication or erasure coding, which at best dedicates k strips per stripe to tolerate k disk failures. Flash memories have resulted in a paradigm shift with Solid State Drives (SSDs) replacing Hard Disk Drives (HDDs) for high performance applications. RAID and Flash have resulted in the emergence of new storage companies, namely EMC, NetApp, SanDisk, and Purestorage, and a multibillion-dollar storage market. Key new conferences and publications are reviewed in this book. The goal of the book is to expose students, researchers, and IT professionals to the more important developments in storage systems, while covering the evolution of storage technologies, traditional and novel databases, and novel sources of data. We describe several prototypes: FAWN at CMU, RAMCloud at Stanford, and Lightstore at MIT; Oracle's Exadata, AWS' Aurora, Alibaba's PolarDB, Fungible Data Center; and author's paper designs for cloud storage, namely heterogeneous disk arrays and hierarchical RAID. Surveys storage technologies and lists sources of data: measurements, text, audio, images, and video Familiarizes with paradigms to improve performance: caching, prefetching, log-structured file systems, and merge-trees (LSMs) Describes RAID organizations and analyzes their performance and reliability Conserves storage via data compression, deduplication, compaction, and secures data via encryption Specifies implications of storage technologies on performance and power consumption Exemplifies database parallelism for big data, analytics, deep learning via multicore CPUs, GPUs, FPGAs, and ASICs, e.g., Google's Tensor Processing Units

God Is My Copilot Kenneth L. Atkins, 2022-08-08 Briefly, the book is the story of adventure from the Texas Plains city of Amarillo with a dream to fly for the Air Force. It led to action with the Strategic Air Command during the Cold War and eventually to NASA's planetary exploration program, opening the solar system's mysteries beyond the Moon. Highlights include a love story, the joys and risks of flying, closing the Cold War missile gap, why the United States did not fly a spacecraft to Halley's Comet in 1986, and leading NASA's project Stardust to capture and return to Earth dust particles from comet Wild 2 plus actual star dust from an interstellar flow across the solar system. The adventure was imbedded in a journey of faith's role and consistency with discoveries about the Cosmos.

Playing American Sören Schoppmeier, 2023-06-10

The Cathedral & the Bazaar Eric S. Raymond, 2001-02-01 Open source provides the competitive advantage in the Internet Age. According to the August Forrester Report, 56 percent of IT managers interviewed at Global 2,500 companies are already using some type of open source software in their infrastructure and another 6 percent will install it in the next two years. This revolutionary model for collaborative software development is being embraced and studied by many of the biggest players in the high-tech industry, from Sun Microsystems to IBM to Intel. The Cathedral & the Bazaar is a must for anyone who cares about the future of the computer industry or the dynamics of the information economy. Already, billions of dollars have been made and lost based on the ideas in this book. Its conclusions will be studied, debated, and implemented for years to come. According to Bob Young, This is Eric Raymond's great contribution to the success of the open source revolution, to the adoption of Linux-based operating systems, and to the success of open source users and the companies that supply them. The interest in open source software development has grown enormously in the past year. This revised and expanded paperback edition includes new material on open source developments in 1999 and 2000. Raymond's clear and effective writing style accurately describing the benefits of open source software has been key to its success. With major vendors creating acceptance for open source within companies, independent vendors will become the open source story in 2001.

Designing Platform Independent Mobile Apps and Services Rocky Heckman, 2016-09-20 Presents strategies to designing platform agnostic mobile apps connected to cloud based services that can handle heavy loads of modern computing Provides development patterns for platform agnostic app development and technologies Includes recommended standards and structures for easy adoption Covers portable and modular back-end architectures to support service agility and rapid development

Experience Using the Web-based Tool Wiki for Architecture Documentation Felix Bachmann, Paulo Merson, 2005 Abstract: In an organization that uses an architecture-centric development approach, it is the purpose of the software architecture, especially the product documentation, to guide all stakeholders who contribute in one way or another to the development of the product(s). Unfortunately, in many organizations, this documentation ends up on the shelves, unused and collecting dust. This happens in part because it is difficult to keep the architecture documentation current, hard for nondevelopers to understand what the documents describe, and challenging for nondevelopers to use the tools necessary to access the documentation. This technical note discusses the benefits and challenges of using a wiki-based collaborative environment to create software architecture documentation. The findings are based on two experiences. The first was that of a team of Carnegie Mellon [registered trademark] University Master of Software Engineering (MSE) program students that used the wiki tool in a real-world software project. For its customer, the team had to produce and document the architecture of a system that will be developed by many geographically distributed teams. The second experience was a study conducted by another MSE student to reconstruct and document the architecture of a multitier enterprise application using the wiki tool and UML 2.0.

Software Test Attacks to Break Mobile and Embedded Devices Jon Duncan Hagar, 2013-09-25 Address Errors before Users Find Them Using a mix-and-match approach, Software Test Attacks to Break Mobile and Embedded Devices presents an attack basis for testing mobile and embedded systems. Designed for testers working in the ever-expanding world of smart devices driven by software, the book focuses on attack-based testing that can be used by individuals and teams. The numerous test attacks show you when a software product does not work (i.e., has bugs)

and provide you with information about the software product under test. The book guides you step by step starting with the basics. It explains patterns and techniques ranging from simple mind mapping to sophisticated test labs. For traditional testers moving into the mobile and embedded area, the book bridges the gap between IT and mobile/embedded system testing. It illustrates how to apply both traditional and new approaches. For those working with mobile/embedded systems without an extensive background in testing, the book brings together testing ideas, techniques, and solutions that are immediately applicable to testing smart and mobile devices.

The Old New Thing Raymond Chen, 2006-12-27 Raymond Chen is the original raconteur of Windows. --Scott Hanselman, ComputerZen.com Raymond has been at Microsoft for many years and has seen many nuances of Windows that others could only ever hope to get a glimpse of. With this book, Raymond shares his knowledge, experience, and anecdotal stories, allowing all of us to get a better understanding of the operating system that affects millions of people every day. This book has something for everyone, is a casual read, and I highly recommend it! --Jeffrey Richter, Author/Consultant, Cofounder of Wintellect Very interesting read. Raymond tells the inside story of why Windows is the way it is. --Eric Gunnerson, Program Manager, Microsoft Corporation Absolutely essential reading for understanding the history of Windows, its intricacies and quirks, and why they came about. --Matt Pietrek, MSDN Magazine's Under the Hood Columnist Raymond Chen has become something of a legend in the software industry, and in this book you'll discover why. From his high-level reminiscences on the design of the Windows Start button to his low-level discussions of GlobalAlloc that only your inner-geek could love, *The Old New Thing* is a captivating collection of anecdotes that will help you to truly appreciate the difficulty inherent in designing and writing quality software. --Stephen Toub, Technical Editor, MSDN Magazine Why does Windows work the way it does? Why is Shut Down on the Start menu? (And why is there a Start button, anyway?) How can I tap into the dialog loop? Why does the GetWindowText function behave so strangely? Why are registry files called hives? Many of Windows' quirks have perfectly logical explanations, rooted in history. Understand them, and you'll be more productive and a lot less frustrated. Raymond Chen--who's spent more than a decade on Microsoft's Windows development team--reveals the hidden Windows you need to know. Chen's engaging style, deep insight, and thoughtful humor have made him one of the world's premier technology bloggers. Here he brings together behind-the-scenes explanations, invaluable technical advice, and illuminating anecdotes that bring Windows to life--and help you make the most of it. A few of the things you'll find inside: What vending machines can teach you about effective user interfaces A deeper understanding of window and dialog management Why performance optimization can be so counterintuitive A peek at the underbelly of COM objects and the Visual C++ compiler Key details about backwards compatibility--what Windows does and why Windows program security holes most developers don't know about How to make your program a better Windows citizen

Selected Papers of the International Workshop on Smalltalk Technologies Michael Haupt, 2010 The goal of the IWST workshop series is to create and foster a forum around advancements of or experience in Smalltalk. The workshop welcomes contributions to all aspects, theoretical as well as practical, of Smalltalk-related topics.

Digital Social Studies William B. Russell, 2013-12-01 The world is ever changing and the way students experience social studies should reflect the environment in which they live and learn. Digital Social Studies explores research, effective teaching strategies, and technologies for social studies practice in the digital age. The digital age of education is more prominent than ever and it is an appropriate time to examine the blending of the digital age and the field of social studies. What is digital social studies? Why do we need it and what is its purpose? What will social studies look like in the future? The contributing authors of this volume seek to explain, through an array of ideas and visions, what digital social studies can/should look like, while providing research and rationales for why digital social studies is needed and important. This volume includes twenty-two scholarly chapters discussing relevant topics of importance to digital social studies. The twenty-two chapters are divided into two sections. This stellar collection of writings includes contributions from leading scholars like Cheryl Mason Bolick, Michael Berson, Elizabeth Washington, Linda Bennett, and many more.

Essential Computer and it Fundamentals for Engineering And S N.B.Venkateswarlu, 2012 Essential Computer and it Fundamentals for Engineering And S

The Handbook of Peer Production Mathieu O'Neil, Christian Pentzold, Sophie Toupin, 2021-02-02 The definitive reference work with comprehensive analysis and review of peer production Peer production is no longer the sole domain of small groups of technical or academic elites. The internet has enabled millions of people to collectively produce, revise, and distribute everything from computer operating systems and applications to encyclopedia articles and film and television databases. Today, peer production has branched out to include wireless networks, online currencies, biohacking, and peer-to-peer urbanism, amongst others. The Handbook of Peer Production outlines central concepts, examines current and emerging areas of application, and analyzes the forms and principles of cooperation that continue to impact multiple areas of production and sociality. Featuring contributions from an international team of experts in the field, this landmark work maps the origins and manifestations of peer production, discusses the factors and conditions that are enabling, advancing, and co-opting peer production, and considers its current impact and potential consequences for the social order. Detailed chapters address the governance, political economy, and cultures of peer production, user motivations, social rules and norms, the role of peer production in social change and activism, and much more. Filling a gap in available literature as the only extensive overview of peer production's modes of generating informational goods and services, this groundbreaking volume: Offers accessible, up-to-date information to both specialists and non-specialists across academia, industry, journalism, and public advocacy Includes interviews with leading practitioners discussing the future of peer production Discusses the history, traditions, key debates, and pioneers of peer production Explores technologies for peer production, openness and licensing, peer learning, open design and manufacturing, and free and open-source software The Handbook of Peer Production is an indispensable resource for students, instructors, researchers, and professionals working in fields including communication studies, science and technology studies, sociology, and management studies, as well as those interested in the network information economy, the public domain, and new forms of organization and networking.

Recent Advances in Computer Science and Information Engineering Zhihong Qian, Lei Cao, Weilian Su, Tingkai Wang, Huamin Yang, 2012-02-04 CSIE 2011 is an international scientific Congress for distinguished scholars engaged in scientific, engineering and technological research, dedicated to build a platform for exploring and discussing the future of Computer Science and Information Engineering with existing and potential application scenarios. The congress has been held twice, in Los Angeles, USA for the first and in Changchun, China for the second time, each of which attracted a large number of researchers from all over the world. The congress turns out to develop a

spirit of cooperation that leads to new friendship for addressing a wide variety of ongoing problems in this vibrant area of technology and fostering more collaboration over the world. The congress, CSIE 2011, received 2483 full paper and abstract submissions from 27 countries and regions over the world. Through a rigorous peer review process, all submissions were refereed based on their quality of content, level of innovation, significance, originality and legibility. 688 papers have been accepted for the international congress proceedings ultimately.

Information Systems Applications in the Arab Education Sector Albadri, Fayez,2012-08-31 This book is a rich source of knowledge about educational reforms through the adoption of information systems applications and technologies in the Arab region, covering current initiatives, approaches, issues, and challenges in the Arab education sector--Provided by publisher.

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