Orange Clouds Screensaver V1.0 's Developer

Jeffrey S. Kargel,Gregory J. Leonard,Michael P. Bishop,Andreas Kääb,Bruce H. Raup

Attacking Network Protocols James Forshaw,2018-01-02 Attacking Network Protocols is a deep dive into network protocol security from James Forshaw, one of the world's leading bug hunters. This comprehensive guide looks at networking from an attacker's perspective to help you discover, exploit, and ultimately protect vulnerabilities. You'll start with a rundown of networking basics and protocol traffic capture before moving on to static and dynamic protocol analysis, common protocol structures, cryptography, and protocol security. Then you'll turn your focus to finding and exploiting vulnerabilities, with an overview of common bug classes, fuzzing, debugging, and exhaustion attacks. Learn how to: - Capture, manipulate, and replay packets - Develop tools to dissect traffic and reverse engineer code to understand the inner workings of a network protocol - Discover and exploit vulnerabilities such as memory corruptions, authentication bypasses, and denials of service - Use capture and analysis tools like Wireshark and develop your own custom network proxies to manipulate network traffic Attacking Network Protocols is a must-have for any penetration tester, bug hunter, or developer looking to understand and discover network vulnerabilities.

Murach's ASP.NET Core MVC (2nd Edition) Joel Murach,Mary Delamater,2022-11-21 This 2nd Edition of Murachs ASP.NET Core MVC does a better job than ever of delivering the skills you need to develop websites using the MVC (Model-View-Controller) pattern with ASP.NET Core. If you know the basics of C#, youll quickly learn to code the way todays top web professionals do. Each section features clear, beginner-friendly examples and easy-to-understand explanations that walk you through crucial skills, best practices, and helpful tips. Im a first-time customer who has recently purchased your ASP.NET Core MVC book, and I have to say Im greatly impressed. [It] was actually fun from start to finish (and I've read many, many programming books before). - Shannon Fairchild, Senior Software Developer, Kingston, Ontario, Canada Section 1 (just 5 chapters) shows how to develop responsive web apps that follow the MVC pattern so theyll be easy to maintain as they grow and change. Then, it shows how to test and debug these apps using the debugging tools provided by Visual Studio and your browser. Section 2 builds out that set of skills to create more complex controllers, work with Razor views, handle cookies and sessions, work with model binding, validate data, and use EF Core to work with databases. Finally, section 3 presents additional skills that you can learn when you need them. Automate testing by using dependency injection and unit tests. Reduce code duplication by creating custom tag helpers and view components. Control user access to a site with ASP.NET Core Identity. Deploy a site to the cloud with Azure. And use Visual Studio Code, an increasingly popular alternative to the Visual Studio IDE. Every Murach book guarantees high quality. The complete apps show how each feature works in context. The exercises at the end of each chapter let you practice your new skills and gain valuable hands-on experience. And the distinctive paired-pages format is ideal for learning and reference.

MITRE Systems Engineering Guide ,2012-06-05

Niah's Magic Nina Waldman,2021-10-05 Niah is a little girl who dreams big. Every night she dreams about the same magical place where she plays with her best friend, Mayson, and her unicorn, Squigs. In her dream she meets her fairy godmother who gives her a magical treehouse and some magic fairy dust. Each day Niah is eager to return to her dream until one night, she discovers Mayson is missing. It takes Niah's love, Squig's help, and the magic fairy dust to bring Mayson back to the magic treehouse. Niah's Magic is a brightly illustrated book about the power of friendship and love. Author Nina Waldman made up this story for her daughter and realized the power of the story when she told it to her when Niah was very ill. Niah heard the story and immediately improved. Nina wants to share this love and magic with all her readers.

The Fingerprint U. S. Department Justice,2014-08-02 The idea of The Fingerprint Sourcebook originated during a meeting in April 2002. Individuals representing the fingerprint, academic, and scientific communities met in Chicago, Illinois, for a day and a half to discuss the state of fingerprint identification with a view toward the challenges raised by Daubert issues. The meeting was a joint project between the International Association for Identification (IAI) and West Virginia University (WVU). One recommendation that came out of that meeting was a suggestion to create a sourcebook for friction ridge examiners, that is, a single source of researched information regarding the subject. This sourcebook would provide educational, training, and research information for the international scientific community.

Mathematics for Machine Learning Marc Peter Deisenroth,A. Aldo Faisal,Cheng Soon Ong,2020-04-23 The fundamental mathematical tools needed to understand machine learning include linear algebra, analytic geometry, matrix decompositions, vector calculus, optimization, probability and statistics. These topics are traditionally taught in disparate courses, making it hard for data science or computer science students, or professionals, to efficiently learn the mathematics. This self-contained textbook bridges the gap between mathematical and machine learning texts, introducing the mathematical concepts with a minimum of prerequisites. It uses these concepts to derive four central machine learning methods: linear regression, principal component analysis, Gaussian mixture models and support vector machines. For students and others with a mathematical background, these derivations provide a starting point to machine learning texts. For those learning the mathematics for the first time, the methods help build intuition and practical experience with applying mathematical concepts. Every chapter includes worked examples and exercises to test understanding. Programming tutorials are offered on the book's web site.

Get Programming with Go Roger Peppe,Nathan Youngman,2018-08-27 Summary Get Programming with Go introduces you to the powerful Go language without confusing jargon or high-level theory. By working through 32 quick-fire lessons, you'll quickly pick up the basics of the innovative Go programming language! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Go is a small programming language designed by Google to tackle big problems. Large projects mean large teams with people of varying levels of experience. Go offers a small, yet capable, language that can be understood and used by anyone, no matter their experience. About the Book Hobbyists, newcomers, and professionals alike can benefit from a fast, modern language; all you need is the right resource! Get Programming with Go provides a hands-on introduction to Go language fundamentals, serving as a solid foundation for your future programming projects. You'll master Go syntax, work with types and functions, and explore bigger ideas like state and concurrency, with plenty of exercises to lock in what you learn. What's inside Language concepts like slices, interfaces, pointers, and concurrency Seven capstone projects featuring spacefaring gophers, Mars rovers, ciphers, and simulations All examples run in the Go Playground - no installation required! About the Reader This book is for anyone familiar with computer programming, as well as anyone with the desire to learn. About the Author Nathan Youngman organizes the Edmonton Go meetup and is a mentor with Canada Learning Code. Roger Peppé contributes to Go and runs the Newcastle upon Tyne Go meetup. Table of Contents Unit 0 - GETTING STARTED Get ready, get set, Go Unit 1 - IMPERATIVE PROGRAMMING A glorified calculator Loops and branches Variable scope Capstone: Ticket to Mars Unit 2 - TYPES Real numbers Whole numbers Big numbers Multilingual text Converting between types Capstone: The Vigenère cipher Unit 3 - BUILDING BLOCKS Functions Methods First-class functions Capstone: Temperature tables Unit 4 - COLLECTIONS Arrayed in splendor Slices: Windows into arrays A bigger slice The ever-versatile map Capstone: A slice of life Unit 5 - STATE AND BEHAVIOR A little structure Go's got no class Composition and forwarding Interfaces Capstone: Martian animal sanctuary Unit 6 - DOWN THE GOPHER HOLE A few pointers Much ado about nil To err is human Capstone: Sudoku rules Unit 7 - CONCURRENT PROGRAMMING Goroutines and concurrency Concurrent state Capstone: Life on Mars

Ray Tracing Gems Eric Haines,Tomas Akenine-Möller,2019-02-25 This book is a must-have for anyone serious about rendering in real time. With the announcement of new ray tracing APIs and hardware to support them, developers can easily create real-time applications with ray tracing as a core component. As ray tracing on the GPU becomes faster, it will play a more central role in real-time rendering. Ray Tracing Gems provides key building blocks for developers of games, architectural applications, visualizations, and more. Experts in rendering share their knowledge by explaining everything from nitty-gritty techniques that will improve any ray tracer to mastery of the new capabilities of current and future hardware. What you'll learn: The latest ray tracing techniques for developing real-time applications in multiple domains Guidance, advice, and best practices for rendering applications with Microsoft DirectX Raytracing (DXR) How to implement high-performance graphics for interactive visualizations, games, simulations, and more Who this book is for:Developers who are looking to leverage the latest APIs and GPU technology for real-time rendering and ray tracing Students looking to learn about best practices in these areas Enthusiasts who want to understand and experiment with their new GPUs

Building Serverless Applications with Google Cloud Run Wietse Venema,2020-12-02 Learn how to build a real-world serverless application in the cloud that's reliable, secure, maintainable, and scalable. If you have experience building web applications on traditional infrastructure, this hands-

on guide shows you how to get started with Cloud Run, a container-based serverless product on Google Cloud. Through the course of this book, you'll learn how to deploy several example applications that highlight different parts of the serverless stack on Google Cloud. Combining practical examples with fundamentals, this book will appeal to developers who are early in their learning journey as well as experienced practitioners. Build a serverless application with Google Cloud Run Learn approaches for building containers with (and without) Docker Explore Google Cloud's managed relational database: Cloud SQL Use HTTP sessions to make every user's experience unique Explore identity and access management (IAM) on Cloud Run Provision Google Cloud resources using Terraform Learn how to handle background task scheduling on Cloud Run Move your service from Cloud Run to Knative Serving with little effort

Apple Confidential 2.0 Owen W. Linzmayer,2004 Chronicles the best and the worst of Apple Computer's remarkable story.

IBM CICS and the Coupling Facility: Beyond the Basics Arndt Eade,Randy Frerking,Rich Jackson,Kellie Mathis,IBM Redbooks,2018-02-21 It's easy to look at the title of a book and think that's old news or I already know all there is to know on that subject. But before you dismiss this publication, consider just how far the IBM® Parallel Sysplex® architecture has come. From the early days the mainframe has embraced a shared everything approach. The original designers coded IBM z/OS® (called IBM MVSTM or IBM OS/390® back then) with the functionality necessary for the operating system to create the repositories, manage the data flow, and ensure the integrity of the systems involved. From there, the middleware systems provided the exploitation and advanced functions to mature the technology. The component in the middle of all this great technology can easily be taken for granted. That is the IBM Coupling Facility. This IBM Redbooks® publication discusses both traditional uses for the IBM Coupling Facility technology and new ways to use it with products such as IBM CICS®. You can learn how to perform new functions and have these functions benefit from the scalability and availability achieved only in a mainframe ecosystem. Open standards are a large part of considerations today, as most companies run IT shops with a mix of technology components. As the world embraces these technologies, it is necessary to understand how to mix the world of mainframe architectures and products with other open architectures. This mix allows the best tool to be used to solve processing needs, at the right cost and service levels. Often the functions needed for modern processing can be found in house, in places where staff are skilled and that already deliver the robust production environments you count on daily. This book discusses these modern functions and how to achieve them with CICS use of the IBM Coupling Facility. You will learn how one IBM client, Walmart, took these concepts far beyond the original design as they share their experiences and even share code examples to help you get started. The last chapter of this book shows what can be achieved when a combination of old and new functions are use together. Even if you have familiarity with what could be done with the IBM Coupling Facility in the past, there is much to learn and deploy in a modern world. Those who are familiar with the IBM Coupling Facility might find the content of this book helpful. Additionally, readers who are considering how to use the IBM Coupling Facility technology within their environment might also find useful information in the chapters that follow

Statistical Mechanics James Sethna,2006-04-07 In each generation, scientists must redefine their fields: abstracting, simplifying and distilling the previous standard topics to make room for new advances and methods. Sethna's book takes this step for statistical mechanics - a field rooted in physics and chemistry whose ideas and methods are now central to information theory, complexity, and modern biology. Aimed at advanced undergraduates and early graduate students in all of these fields, Sethna limits his main presentation to the topics that future mathematicians and biologists, as well as physicists and chemists, will find fascinating and central to their work. The amazing breadth of the field is reflected in the author's large supply of carefully crafted exercises, each an introduction to a whole field of study: everything from chaos through information theory to life at the end of the universe.

Fingerprint Development Techniques Stephen M. Bleay,Ruth S. Croxton,Marcel De Puit,2018-02-16 A comprehensive review of the latest fingerprint development and imaging techniques With contributions from leading experts in the field, Fingerprint Development Techniques offers a comprehensive review of the key techniques used in the development and imaging of fingerprints. It includes a review of the properties of fingerprints, the surfaces that fingerprints are deposited on, and the interactions that can occur between fingerprints, surfaces and environments. Comprehensive in scope, the text explores the history of each process, the theory behind the way fingerprints are either developed or imaged, and information about the role of each of the chemical constituents in recommended formulations. The authors explain the methodology employed for carrying out comparisons of effectiveness of various development techniques that clearly demonstrate how to select the most effective approaches. The text also explores how techniques can be used in sequence and with techniques for recovering other forms of forensic evidence. In addition, the book offers a guide for the selection of fingerprint development techniques and includes information on the influence of surface contamination and exposure conditions. This important resource: Provides clear methodologies for conducting comparisons of fingerprint development technique effectiveness Contains in-depth assessment of fingerprint constituents and how they are utilized by development and imaging processes Includes background information on fingerprint chemistry Offers a comprehensive history, the theory, and the applications for a broader range of processes, including the roles of each constituent in reagent formulations Fingerprint Development Techniques offers a comprehensive guide to fingerprint development and imaging, building on much of the previously unpublished research of the Home Office Centre for Applied Science and Technology.

The Story of the Selma Voting Rights Marches in Photographs David Aretha,2014-01-01 The Civil Rights Act of 1964 was a momentous victory for civil rights activists, but one major obstacle remained in the path toward equal rights for African Americans: the right to vote. In the South, segregationists prevented African Americans from voting. Civil rights leaders believed it was time for strong action and chose Selma, Alabama, as the rallying point. There, the marches and protests captured the nation's attention. Through gripping primary source photographs, author David Aretha explores this important time in American history.

Global Land Ice Measurements from Space Jeffrey S. Kargel,Gregory J. Leonard,Michael P. Bishop,Andreas Kääb,Bruce H. Raup,2014-07-08 An international team of over 150 experts provide up-to-date satellite imaging and quantitative analysis of the state and dynamics of the glaciers around the world, and they provide an in-depth review of analysis methodologies. Includes an e-published supplement. Global Land Ice Measurements from Space - Satellite Multispectral Imaging of Glaciers (GLIMS book for short) is the leading state-of-the-art technical and interpretive presentation of satellite image data and analysis of the changing state of the world's glaciers. The book is the most definitive, comprehensive product of a global glacier remote sensing consortium, Global Land Ice Measurements from Space (GLIMS, http://www.glims.org). With 33 chapters and a companion e-supplement, the world's foremost experts in satellite image analysis of glaciers analyze the current state and recent and possible future changes of glaciers across the globe and interpret these findings for policy planners. Climate change is with us for some time to come, and its impacts are being felt by the world's population. The GLIMS Book, to be released about the same time as the IPCC's 5th Assessment report on global climate warming, buttresses and adds rich details and authority to the global change community's understanding of climate change impacts on the cryosphere. This will be a definitive and technically complete reference for experts and students examining the responses of glaciers to climate change. World experts demonstrate that glaciers are changing in response to the ongoing climatic upheaval in addition to other factors that pertain to the circumstances of individual glaciers. The global mosaic of glacier changes is documented by quantitative analyses and are placed into a perspective of causative factors. Starting with a Foreword, Preface, and Introduction, the GLIMS book gives the rationale for and history of glacier monitoring and satellite data analysis. It includes a comprehensive set of six how-to methodology chapters, twenty-five chapters detailing regional glacier state and dynamical changes, and an in-depth summary and interpretation chapter placing the observed glacier changes into a global context of the coupled atmosphere-land-ocean system. An accompanying e-supplement will include oversize imagery and other other highly visual renderings of scientific data.

Begin to Code with Python Rob Miles,2017-11-21 Become a Python programmer–and have fun doing it! Start writing software that solves real problems, even if you have absolutely no programming experience! This friendly, easy, full-color book puts you in total control of your own learning, empowering you to build unique and useful programs. Microsoft has completely reinvented the beginning programmer's tutorial, reflecting deep research into how today's beginners learn, and why other books fall short. Begin to Code with Python is packed with innovations, from its "Snaps" prebuilt operations to its "Make Something Happen" projects. Whether you're a total beginner or you've tried before, this guide will put the power,

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    Mastering Enterprise JavaBeans Ed Roman,Rima Patel Sriganesh,Gerald Brose,2004-12-22 Includes more than 30 percent revised material and five new chapters, covering the new 2.1 features such as EJB Timer Service and JMS as well as the latest open source Java solutions The book was developed as part of TheServerSide.com online EJB community, ensuring a built-in audience Demonstrates how to build an EJB system, program with EJB, adopt best practices, and harness advanced EJB concepts and techniques, including transactions, persistence, clustering, integration, and performance optimization Offers practical guidance on when not to use EJB and how to use simpler, less costly open source technologies in place of or in conjunction with EJB

    Software Quality Daniel Galin,2018-03-27 The book presents a comprehensive discussion on software quality issues and software quality assurance (SQA) principles and practices, and lays special emphasis on implementing and managing SQA. Primarily designed to serve three audiences; universities and college students, vocational training participants, and software engineers and software development managers, the book may be applicable to all personnel engaged in a software projects Features: A broad view of SQA. The book delves into SQA issues, going beyond the classic boundaries of custom-made software development to also cover in-house software development, subcontractors, and readymade software. An up-to-date wide-range coverage of SQA and SQA related topics. Providing comprehensive coverage on multifarious SQA subjects, including topics, hardly explored till in SQA texts. A systematic presentation of the SQA function and its tasks: establishing the SQA processes, planning, coordinating, follow-up, review and evaluation of SQA processes. Focus on SQA implementation issues. Specialized chapter sections, examples, implementation tips, and topics for discussion. Pedagogical support: Each chapter includes a real-life mini case study, examples, a summary, selected bibliography, review questions and topics for discussion. The book is also supported by an Instructor's Guide.

    OpenGL Shading Language Randi J. Rost,2006 As the 'Red Book' is known to be the gold standard for OpenGL, the 'Orange Book' is considered to be the gold standard for the OpenGL Shading Language. With Randi's extensive knowledge of OpenGL and GLSL, you can be assured you will be learning from a graphics industry veteran. Within the pages of the second edition you can find topics from beginning shader development to advanced topics such as the spherical harmonic lighting model and more. —David Tommeraasen, CEO/Programmer, Plasma Software This will be the definitive guide for OpenGL shaders; no other book goes into this detail. Rost has done an excellent job at setting the stage for shader development, what the purpose is, how to do it, and how it all fits together. The book includes great examples and details, and good additional coverage of 2.0 changes! —Jeffery Galinovsky, Director of Emerging Market Platform Development, Intel Corporation The coverage in this new edition of the book is pitched just right to help many new shader-writers get started, but with enough deep information for the 'old hands.' —Marc Olano, Assistant Professor, University of Maryland This is a really great book on GLSL—well written and organized, very accessible, and with good real-world examples and sample code. The topics flow naturally and easily, explanatory code fragments are inserted in very logical places to illustrate concepts, and all in all, this book makes an excellent tutorial as well as a reference. —John Carey, Chief Technology Officer, C.O.R.E. Feature Animation OpenGL® Shading Language, Second Edition, extensively updated for OpenGL 2.0, is the experienced application programmer's guide to writing shaders. Part reference, part tutorial, this book thoroughly explains the shift from fixed-functionality graphics hardware to the new era of programmable graphics hardware and the additions to the OpenGL API that support this programmability. With OpenGL and shaders written in the OpenGL Shading Language, applications can perform better, achieving stunning graphics effects by using the capabilities of both the visual processing unit and the central processing unit. In this book, you will find a detailed introduction to the OpenGL Shading Language (GLSL) and the new OpenGL function calls that support it. The text begins by describing the syntax and semantics of this high-level programming language. Once this foundation has been established, the book explores the creation and manipulation of shaders using new OpenGL function calls. OpenGL® Shading Language, Second Edition, includes updated descriptions for the language and all the GLSL entry points added to OpenGL 2.0; new chapters that discuss lighting, shadows, and surface characteristics; and an under-the-hood look at the implementation of RealWorldz, the most ambitious GLSL application to date. The second edition also features 18 extensive new examples of shaders and their underlying algorithms, including Image-based lighting Lighting with spherical harmonics Ambient occlusion Shadow mapping Volume shadows using deferred lighting Ward's BRDF model The color plate section illustrates the power and sophistication of the OpenGL Shading Language. The API Function Reference at the end of the book is an excellent guide to the API entry points that support the OpenGL Shading Language. Also included is a convenient Quick Reference Card to GLSL.

    <u>Cargopilot</u> Christiaan Van Heijst,2016-12-05

Unveiling the Magic of Words: A Review of "**Orange Clouds Screensaver V1.0 's Developer**"

In some sort of defined by information and interconnectivity, the enchanting power of words has acquired unparalleled significance. Their power to kindle emotions, provoke contemplation, and ignite transformative change is actually awe-inspiring. Enter the realm of "**Orange Clouds Screensaver V1.0 's Developer**," a mesmerizing literary masterpiece penned by way of a distinguished author, guiding readers on a profound journey to unravel the secrets and potential hidden within every word. In this critique, we shall delve in to the book is central themes, examine its distinctive writing style, and assess its profound impact on the souls of its readers.

Orange Clouds Screensaver V1.0 's Developer Introduction

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