Ncover

Danijel Arsenovski

Windows Developer Power Tools James Avery,Jim Holmes,2007 A wealth of open and free software is available today for Windows developers who want to extend the development environment, reduce development effort, and increase productivity. This encyclopedic guide explores more than 100 free and open source tools available to programmers who build applications for Windows desktops and servers.

Renewable Energy Bent Sorensen,2010-11-19 This volume is a true shelf reference, providing a thorough overview of the entire renewable energy sphere, while still functioning as a go-to information source for professionals and students when they need answers about a specific technical issue. Crafted over the last 15 years into a problem-solving tool for engineers, researchers, consultants and planners currently working in the field, as well as a detailed map of the renewables universe for those looking to expand into new technological specialties, Renewable Energy by Sorensen offers the most comprehensive coverage of the subject available. The book has been structured around three parts in order to assist readers in focusing on the issues that impact them the most for a given project or question. PART I covers the basic scientific principles behind all major renewable energy resources, such as solar, wind and biomass. PART II provides in-depth information about how these raw renewable sources can actually be converted into useful forms, transmitted into the grid and stored for future

utilization. Finally, PART III undertakes the aspects of energy planning, environmental impacts and socio-economic issues on regional and global levels. In this fourth edition update, new material includes expanded coverage of biofuels, solar conversion, biomass and fuel cells, storage and transmission, and a new chapter on integrated technologies to introduce the hybrid systems now being explored. New surveys and the most recent research findings are included throughout. New, thoroughly updated fourth edition of the authoritative field guide to the entire Renewable Energy universe The only books to scientific principles and implementation methods, technologies and socio-economics, environmental impacts and cutting-edge advances, all in one volume New material includes expanded coverage of biofuels, solar conversion, biomass and fuel cells, storage and transmission, and a new chapter on integrated systems

  Visual SourceSafe 2005 Software Configuration Management in Practice Alexandru Șerban,Aleksandar Seovic,2007-02-16 Annotation Best practice management and development of Visual Studio .NET 2005 applications with this easy-to-use SCM tool from Microsoft * SCM fundamentals and strategies clearly explained * Real-world SOA example: a hotel reservation system * SourceSafe best practices across the complete lifecycle * Multiple versions, service packs and product updates.

  Flexural Retrofit of Circular Reinforced Bridge Columns by Steel Jacketing Yuk Hon Chai,M. J. N. Priestley,Frieder Seible,1991

OR TEP-II Carroll K. Johnson,1976
Seismic Design of Bridge Piers John Barrie Mander,1984
  Code Leader Patrick Cauldwell,2008-04-30 This book is for the career developer who wants to take his or her skill set and/or project to the next level. If you are a professional software developer with 3–4 years of experience looking to bring a higher level of discipline to your project, or to learn the skills that will help you transition from software engineer to technical lead, then this book is for you. The topics covered in this book will help you focus on delivering software at a higher quality and lower cost. The book is about practical techniques and practices that will help you and your team realize those goals. This book is for the developer understands that the business of software is, first and foremost, business. Writing code is fun, but writing high-quality code on time and at the lowest possible cost is what makes a software project successful. A team lead or architect who wants to succeed must keep that in mind. Given that target audience, this book assumes a certain level of skill at reading code in one or more languages, and basic familiarity with building and testing software projects. It also assumes that you have at least a basic understanding of the software development lifecycle, and how requirements from customers become testable software projects. Who This Book Is Not For: This is not a book for the entry-level developer fresh out of college, or for those just getting started as professional coders. It isn't a book about writing code; it's a book about

how we write code together while keeping quality up and costs down. It is not for those who want to learn to write more efficient or literate code. There are plenty of other books available on those subjects, as mentioned previously. This is also not a book about project management or development methodology. All of the strategies and techniques presented here are just as applicable to waterfall projects as they are to those employing Agile methodologies. While certain strategies such as Test-Driven Development and Continuous Integration have risen to popularity hand in hand with Agile development methodologies, there is no coupling between them. There are plenty of projects run using SCRUM that do not use TDD, and there are just as many waterfall projects that do. Philosophy versus Practicality: There are a lot of religious arguments in software development. Exceptions versus result codes, strongly typed versus dynamic languages, and where to put your curly braces are just a few examples. This book tried to steer clear of those arguments here. Most of the chapters in this book deal with practical steps that you as a developer can take to improve your skills and improve the state of your project. The author makes no claims that these practices represent the way to write software. They represent strategies that have worked well for the author and other developers that he have worked closely with. Philosophy certainly has its place in software development. Much of the current thinking in project management has been influenced by the Agile philosophy, for example. The next wave may be influenced by the Lean

methodologies developed by Toyota for building automobiles. Because it represents a philosophy, the Lean process model can be applied to building software just as easily as to building cars. On the other hand, because they exist at the philosophical level, such methodologies can be difficult to conceptualize. The book tries to favor the practical over the philosophical, the concrete over the theoretical. This should be the kind of book that you can pick up, read one chapter of, and go away with some practical changes you can make to your software project that will make it better. That said, the first part of this book is entitled "Philosophy" because the strategies described in it represent ways of approaching a problem rather than a specific solution. There are just as many practical ways to do Test-Driven Development as there are ways to manage a software project. You will have to pick the way that fits your chosen programming language, environment, and team structure. The book has tried to describe some tangible ways of realizing TDD, but it remains an abstract ideal rather than a one-size-fits-all technical solution. The same applies to Continuous Integration. There are numerous ways of thinking about and achieving a Continuous Integration solution, and this book presents only a few. Continuous Integration represents a way of thinking about your development process rather than a concrete or specific technique. The second and third parts represent more concrete process and construction techniques that can improve your code and your project. They focus on the pragmatic rather than the philosophical.

Every Little Bit Helps: You do not have to sit down and read this book from cover to cover. While there are interrelationships between the chapters, each chapter can also stand on its own. If you know that you have a particular problem such as error handling with your current project, read that chapter and try to implement some of the suggestions in it. Don't feel that you have to overhaul your entire software project at once. The various techniques described in this book can all incrementally improve a project one at a time. If you are starting a brand new project and have an opportunity to define its structure, then by all means read the whole book and see how it influences the way you design your project. If you have to work within an existing project structure, you might have more success applying a few improvements at a time. In terms of personal career growth, the same applies. Every new technique you learn makes you a better developer, so take them one at a time as your schedule and projects allow. Examples: Most of the examples in this book are written in C#. However, the techniques described in this book apply just as well to any other modern programming language with a little translation. Even if you are unfamiliar with the inner workings or details of C# as a language, the examples are very small and simple to understand. Again, this is not a book about how to write code, and the examples in it are all intended to illustrate a specific point, not to become a part of your software project in any literal sense. This book is organized into three sections, Philosophy, Process and Code Construction. The following is a short

summary of what you will find in each section and chapter. Part I (Philosophy) contains chapters that focus on abstract ideas about how to approach a software project. Each chapter contains practical examples of how to realize those ideas. Chapter 1 (Buy, not Build) describes how to go about deciding which parts of your software project you need to write yourself and which parts you may be able to purchase or otherwise leverage from someplace else. In order to keep costs down and focus on your real competitive advantage, it is necessary to write only those parts of your application that you really need to. Chapter 2 (Test-Driven Development) examines the Test-Driven Development (or Test-Driven Design) philosophy and some practical ways of applying it to your development lifecycle to produce higher-quality code in less time. Chapter 3 (Continuous Integration) explores the Continuous Integration philosophy and how you can apply it to your project. CI involves automating your build and unit testing processes to give developers a shorter feedback cycle about changes that they make to the project. A shorter feedback cycle makes it easier for developers to work together as a team and at a higher level of productivity. The chapters in Part II (Process) explore processes and tools that you can use as a team to improve the quality of your source code and make it easier to understand and to maintain. Chapter 4 (Done Is Done) contains suggestions for defining what it means for a developer to "finish" a development task. Creating a "done is done" policy for your team can make it easier for developers to work together, and easier for developers

and testers to work together. If everyone on your team follows the same set of steps to complete each task, then development will be more predictable and of a higher quality. Chapter 5 (Testing) presents some concrete suggestions for how to create tests, how to run them, and how to organize them to make them easier to run, easier to measure, and more useful to developers and to testers. Included are sections on what code coverage means and how to measure it effectively, how to organize your tests by type, and how to automate your testing processes to get the most benefit from them. Chapter 6 (Source Control) explains techniques for using your source control system more effectively so that it is easier for developers to work together on the same project, and easier to correlate changes in source control with physical software binaries and with defect or issue reports in your tracking system. Chapter 7 (Static Analysis) examines what static analysis is, what information it can provide, and how it can improve the quality and maintainability of your projects. Part III (Code Construction) includes chapters on specific coding techniques that can improve the quality and maintainability of your software projects. Chapter 8 (Contract, Contract, Contract!) tackles programming by contract and how that can make your code easier for developers to understand and to use. Programming by contract can also make your application easier (and therefore less expensive) to maintain and support. Chapter 9 (Limiting Dependencies) focuses on techniques for limiting how dependent each part of your application is upon the others.

Limiting dependencies can lead to software that is easier to make changes to and cheaper to maintain as well as easier to deploy and test. Chapter 10 (The Model-View-Presenter Model) offers a brief description of the MVP model and explains how following the MVP model will make your application easier to test. Chapter 11 (Tracing) describes ways to make the most of tracing in your application. Defining and following a solid tracing policy makes your application easier to debug and easier for your support personnel and/or your customers to support. Chapter 12 (Error Handing) presents some techniques for handling errors in your code that if followed consistently make your application easier to debug and to support. Part IV (Putting It All Together) is simply a chapter that describes a day in the life of a developer who is following the guiding principles and using the techniques described in the rest of the book. Chapter 13 (Calculator Project: A Case Study) shows many of this book's principles and techniques in actual use.

  Continuous Integration in .NET Craig Berntson,Marcin Kawalerowicz,2011-03-13 Continuous integration is a software engineering process designed to minimize integration hell. It's a coordinated development approach that blends the best practices in software delivery. For .NET developers, especially, adopting these new approaches and the tools that support them can require rethinking the development process altogether. Continuous Integration in .NET is a tutorial for developers and team leads that teaches readers how to re-imagine their development strategy by creating

a consistent continuous integration process. This book shows how to build on the tools they already know - .NET Framework and Visual Studio - and to use powerful software like MSBuild, Subversion, TFS 2010, Team City, CruiseControl.NET, NUnit, and Selenium. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book.

Mobile Ad-hoc and Sensor Networks Jiannong Cao,2006-11-27 This book constitutes the refereed proceedings of the Second International Conference on Mobile Ad-hoc and Sensor Networks, MSN 2006, held in Hong Kong, China in December 2006. The 73 revised full papers address all current issues in mobile ad hoc and sensor networks and are organized in topical sections on routing, network protocols, security, energy efficiency, data processing, and deployment.

Pro WPF and Silverlight MVVM Gary Hall,2011-08-07 WPF and Silverlight are unlike any other user interface (UI) technologies. They have been built to a new paradigm that—if harnessed correctly—can yield unprecedented power and performance. This book shows you how to control that power to produce clean, testable, maintainable code. It is now recognized that any non-trivial WPF or Silverlight application needs be designed around the Model-View-ViewModel (MVVM) design pattern in order to unlock the technology's full data-binding potential. However, the knowledge of how to do this is missing from a large part of the development community—even amongst those who work with WPF and

Silverlight on a daily basis. Too often there is a reliance on programmatic interaction between controls and not enough trust in the technologies' data-binding capabilities. This leads to a clouding of design values and an inevitable loss of performance, scalability, and maintainability throughout the application. Pro WPF and Silverlight MVVM will show you how to arrange your application so that it can grow as much as required in any direction without danger of collapse.

Advances in Computing, Informatics, Networking and Cybersecurity Petros Nicopolitidis,Sudip Misra,Laurence T. Yang,Bernard Zeigler,Zhaolng Ning,2022-03-03 This book presents new research contributions in the above-mentioned fields. Information and communication technologies (ICT) have an integral role in today's society. Four major driving pillars in the field are computing, which nowadays enables data processing in unprecedented speeds, informatics, which derives information stemming for processed data to feed relevant applications, networking, which interconnects the various computing infrastructures and cybersecurity for addressing the growing concern for secure and lawful use of the ICT infrastructure and services. Its intended readership covers senior undergraduate and graduate students in Computer Science and Engineering and Electrical Engineering, as well as researchers, scientists, engineers, ICT managers, working in the relevant fields and industries.

The Digestibility of Certain Fruit By-products as Determined for Ruminants

Arthur Henry Hoffman,Ben Duncan Moses,Elmer Howard Hughes,Emil Rauchenstein,Fred D. Abbott,Harry Richard Wellman,Henry Albert Jones,James French Wilson,Myer John Heppner,Sylvester Warren Mead,1927

Continuous Integration Duvall,2007

Introduction to Nanophotonics Henri Benisty,Jean-Jacques Greffet,Philippe Lalanne,2022 The aim of this book is to cover the scope of Nanophotonics, a discipline that has emerged around the turn of the millennium. It results from the merge of different communities working in different aspects of light-matter interaction at the nanoscale. These include near-field optics and super-resolution microscopy, photonic crystals, diffractive optics, plasmonics, optoelectronics, synthesis of metallic and semiconductor nanoparticles, two-dimensional materials and metamaterials. Our feeling when we started the project was that a book covering most of these aspects altogether was lacking. The field is so rapidly evolving that it is impossible to summarize all the recent breakthroughs. The goal of this book is to provide a self-contained discussion of the fundamentals of the different subfields involved in nanophotonics. The current project is a collaborative project between three researchers that have been actively involved in the field from different communities. Henri Benisty has a background in semiconductor physics and optoelectronics, Jean-Jacques Greffet has a background in near-field optics and light scattering, Philippe Lalanne has a background in diffractive optics and photonic crystals. All of them

made significant contributions to the advancement of the field. The book material is based on lectures that have been given by them at the Institut d'Optique Graduate School (Palaiseau, Bordeaux and Saint-Etienne)--

   Agile Technologies in Open Source Development Russo, Barbara,Scotto, Marco,Sillitti, Alberto,Succi, Giancarlo,2009-07-31 The aim of this book is to analyze the relationship between agile methods and open source, presenting the basic principles and practices and providing evidence through a set of specific empirical investigations--Provided by publisher.

   <u>Learning Continuous Integration with TeamCity</u> Manoj Mahalingam S,2014-08-26 If you are a developer, tester, or a person in operations or Devops who wants to start practising CI, start using TeamCity or both, then this book is for you. Moreover, if you have thought about bringing CI into your team, if you are already using a CI tool and want to move to TeamCity, or if you are looking for ideal practises and techniques while implementing CI with TeamCity, this book will be useful.

   Professional Visual Studio Extensibility Keyvan Nayyeri,2008-03-24 Visual Studio is a development IDE created by Microsoft to enable easier development for Microsoft programming languages as well as development technologies. It has been the most popular IDE for working with Microsoft development products for the past 10 years. Extensibility is a key feature of Visual Studio. There have not been many books written on this aspect of Visual Studio. Visual Studio Extensibility (VSX) can be considered a hard topic to learn for many

developers in comparison with most .NET related topics. Also, its APIs are very complex and not very well written. Some may refer to these APIs as "dirty" because they do not have good structure, naming convention, or consistency. Visual Studio is now 10 years old. It was created during the COM days for COM programming but later migrated to .NET. However, Visual Studio still relies heavily on COM programming. It was revamped when moving to the .NET platform but still contains its COM nature; this fact is what makes it harder for .NET developers to work with VSX. Because it is an older product built on two technologies, it has produced inconsistency in code. Although there are problems with the current version of VSX, the future looks bright for it. The many different teams working on the software have been moved into one umbrella group known as the Visual Studio Ecosystem team. Throughout the past 10 years Visual Studio has continued to grow and new extensibility features have been added. Learning all of the options with their different purposes and implementations is not easy. Many extensibility features are broad topics such as add-ins, macros, and the new domain-specific language tools in Visual Studio. Learning these topics can be difficult because they are not closely related to general .NET programming topics. This book is for .NET developers who are interested in extending Visual Studio as their development tool. In order to understand the book you must know the following material well: Object-oriented programming (OOP), the .NET Framework and .NET programming, C# or Visual Basic languages, some familiarity with C++, some

familiarity with XML and its related topics, and Visual Studio structure and usage. A familiarity with COM programming and different .NET technologies is helpful. The aims of this book are to: Provide an overview of all aspects of VSX Enable readers to know where/when to use extensibility Familiarize readers with VS Extensibility in detail Show readers the first steps and let them learn through their own experiences Use examples, sample code, and case studies to demonstrate things in such a way that helps readers understand the concepts Avoid bothering readers with long discussions and useless code samples In order to use this book, and get the most out of it, there are some technical requirements. You must have the following two packages installed on your machine to be able to read/understand the chapters and test code samples: Visual Studio 2008 Team System Edition (or other commercial editions) Visual Studio 2008 SDK 1.0 (or its newer versions) You will need to buy Visual Studio 2008 to register for an evaluation version. The Free Express editions of Visual Studio do not support the extensibility options. The Visual Studio SDK is needed in order to read some of the chapters in the book and can be downloaded as a free package. The operating system doesn't matter for the content of the book, but all code was written with Visual Studio 2008 Team System Edition in Windows Vista x86. Chapters 1, 2, and 3 will give you an introduction to the basic concepts you need to understand before you can move on to the rest of the book. Chapter 4 discusses the automation model, which is an important prerequisite for many of the chapters

in the book that focus on add-ins, macros, and VSPackages. Chapters 5-14 will utilize add-ins in a case study to learn about the main responsibilities of the automation model and some of the more common techniques used in VSX development. Each of the following chapters is dedicated to a specific extensibility option; they are independent of one another and you can read them in any order. It is important to read chapters 4-14 before you begin reading about the specific extensibility options. Chapter 5 contains a walk-through of the Add-in Wizard and describes its steps. Chapter 6 will show you the anatomy of add-ins and explain how to create add-ins and how they work. Chapter 7 discusses how to manipulate solutions, projects, and project items via your code to build add-ins. Chapter 8 shows you how to deal with documents and code editors in your add-ins. Chapter 9 explains how to work with programming codes and how to manipulate their elements. Chapter 10 describes some ways to work with user interface elements, Windows Forms, and controls via code in your add-ins. Chapter 11 discusses the Tools Options page and uses add-ins as the case study to show you how to create your own Tools Options pages. Chapter 12 teaches you how to debug and test your add-ins. Chapter 13 shows you how to deploy your add-ins. Chapter 14 completes the discussion about add-ins by talk about resources and localization of add-ins. Chapter 15 discusses a new feature in VS 2008: the Visual Studio Shell. Chapter 16 talks about domain-specific language tools; you will learn how to build them and see a quick overview of DSL tools. Chapter 17 discusses

debugging and how to extend debugging features. Chapter 18 talks about VSPackages as a way to extend VS functionality and add something new to its existing packages. Chapter 19 teaches you what a code snippet is and how to write and manage code snippets in Visual Studio to make your coding process easier. Chapter 20 talks about VS project templates and starter kits and how to write your own project templates. Chapter 21 focuses on MSBuild and writing custom builds for Visual Studio and .NET applications. Chapter 22 discusses Visual Studio macros in detail and explains how to build a Visual Studio macro. Keyvan Nayyeri is a software architect and developer. He has a Bachelor of Science degree in applied mathematics. His main focus is on Microsoft development technologies and their related markup languages. Nayyeri is also a team leader and developer for several .NET open-source projects; this includes writing code for special purposes. He holds an MVP award for Comunnity Server. He recently co-authored Wrox Professional Community Server (2007).

  Professional Refactoring in Visual Basic Danijel Arsenovski,2008-03-31 In this one-of-a-kind book, Microsoft MVP Danijel Arsenovski shows you how to utilize the power of refactoring to improve the design of your existing code and become more efficient and productive. You?ll discover how to perform unit testing, refactoring to patterns, and refactoring to upgrade legacy Visual Basic code. As you progress through the chapters, you?ll build a prototype application from scratch as Arsenovski walks you step-by-step through each

process while offering expert coding tips.

  The Web Designer's Idea Book Volume 2 Patrick McNeil,2010-09-19 Web Design Inspiration at a Glance Volume 2 of The Web Designer's Idea Book includes more than 650 new websites arranged thematically, so you can easily find inspiration for your work. Author Patrick McNeil, creator of the popular web design blog designmeltdown.com and author of the original bestselling Web Designer's Idea Book, has cataloged thousands of sites, and showcases the latest and best examples in this book. The web is the most rapidly changing design medium, and this book offers an organized overview of what's happening right now. Sites are categorized by type, design element, styles and themes, structural styles, and structural elements. This new volume also includes a helpful chapter explaining basic design principles and how they can be applied online. Whether you're brainstorming with a coworker or explaining your ideas to a client, this book provides a powerful communication tool you can use to jumpstart your next project.

  Statistical Mechanics: Entropy, Order Parameters, and Complexity James P. Sethna,2021-01-26 Statistical mechanics is our tool for deriving the laws that emerge from complex systems. Sethna's text distills the subject to be accessible to those in all realms of science and engineering — avoiding extensive use of quantum mechanics, thermodynamics, and molecular physics. Statistical mechanics explains how bacteria search for food, and how DNA replication is proof-read in biology; optimizes data compression, and

explains transitions in complexity in computer science; explains the onset of chaos, and launched random matrix theory in mathematics; addresses extreme events in engineering; and models pandemics and language usage in the social sciences. Sethna's exercises introduce physicists to these triumphs and a hundred others — broadening the horizons of scholars both practicing and nascent. Flipped classrooms and remote learning can now rely on 33 pre-class exercises that test reading comprehension (Emergent vs. fundamental; Weirdness in high dimensions; Aging, entropy and DNA), and 70 in-class activities that illuminate and broaden knowledge (Card shuffling; Human correlations; Crackling noises). Science is awash in information, providing ready access to definitions, explanations, and pedagogy. Sethna's text focuses on the tools we use to create new laws, and on the fascinating simple behavior in complex systems that statistical mechanics explains.

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