

Tortoisecvs

Cal Henderson

Object-Oriented ActionScript 3.0 Peter Elst,Sas Jacobs,2007-09-01 Object-Oriented ActionScript 3.0 teaches the theory and practice of object-oriented programming (OOP) with ActionScript 3.0. Assuming no serious programming experience, the authors take you through the complete development cycle of object-oriented Flash applications and services. This book demonstrates professional OOP skills and techniques that are completely transferable to other programming languages and technologies, including Inheritance, Polymorphism, managing classes, component development, consuming web services, and much more. It also includes cutting edge Flash-specific techniques such as ActionScript programming techniques, and animation and effects classes.

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.

Object-Oriented ActionScript For Flash 8 Peter Elst,Gerald YardFace,2006-11-24 Supports the new version of Flash, due later this year; will be a huge market Provides professional best practices—strong emphasis on planning, documentation, and adhering to strict and clean coding from the outset Teaches you to create dynamic, reusable rich-client web applications and services

Pro OGRE 3D Programming Gregory Junker,2007-02-01 Pro OGRE 3D Programming offers a detailed guide to the cross-platform Object-Oriented Graphics Rendering Engine (OGRE) 3D engine. OGRE provides an object-oriented interface to render 3D scenes. Commonly used in game creation, it can be utilized to create a variety of 3D based applications, including architectural visualization and simulations. The authors begin with obtaining the source code, move on to using the rendering library, and conclude with the polishing of the final application. Beginning-level knowledge of game design practices, intermediate-level knowledge of the C++ language, and a familiarity with open-source project-management tools such as CVS and Subversion are all recommended.

Agile Java Development with Spring, Hibernate and Eclipse Anil Hemrajani,2006-05-09 Agile Java™ Development With Spring, Hibernate and Eclipse is a book about robust technologies and effective methods which help bring simplicity back into the world of enterprise Java development. The three key technologies covered in this book, the Spring Framework, Hibernate and Eclipse, help reduce the complexity of enterprise Java development significantly. Furthermore, these technologies enable plain old Java objects (POJOs) to be deployed in light-weight containers versus heavy-handed remote objects that require heavy EJB containers. This book also extensively covers technologies such as Ant, JUnit, JSP tag libraries and touches upon other areas such as logging, GUI based debugging, monitoring using JMX, job scheduling, emailing, and more. Also, Extreme Programming (XP), Agile Model Driven Development (AMDD) and refactoring are methods that can expedite the software development projects by reducing the amount of up front requirements and design; hence these methods are embedded throughout the book but with just enough details and examples to not sidetrack the focus of this book. In addition, this book contains well separated, subjective material (opinion sidebars), comic illustrations, tips and tricks, all of which provide real-world and practical perspectives on relevant topics. Last but not least, this book demonstrates the complete lifecycle by building and following a sample application, chapter-by-chapter, starting from conceptualization to production using the technology and processes covered in this book. In summary, by using the technologies and methods covered in this book, the reader will be able to effectively develop enterprise-class Java applications, in an agile manner!

Essential CVS Jennifer Vesperman,2006-11-20 This easy-to-follow reference shows a variety of professionals how to use the Concurrent Versions System (CVS), the open source tool that lets you manage versions of anything stored in files. Ideal for software developers tracking different versions of the same code, this new edition has been expanded to explain common usages of CVS for system administrators, project managers, software architects, user-interface (UI) specialists, graphic

designers and others. Current for version 1.12, Essential CVS, 2nd Edition offers an overview of CVS, explains the core concepts, and describes the commands that most people use on a day-to-day basis. For those who need to get up to speed rapidly, the book's Quickstart Guide shows you how to build and use a basic CVS repository with the default settings and a minimum of extras. You'll also find: A full command reference that details all aspects of customizing CVS for automation, logging, branching, merging documents, and creating alerts Examples and descriptions of the most commonly used options for each command Why and when to tag or branch your project, tagging before releases, and using branching to create a bugfix version of a project Details on the systems used in CVS to permit multiple developers to work on the same project without loss of data An entire section devoted to document version management and project management includes ways to import and export projects, work with remote repositories, and shows how to fix things that can go wrong when using CVS. You'll find more screenshots in this edition as well as examples of using graphical CVS clients to run CVS commands. Essential CVS also includes a FAQ that answers common queries in the CVS mailing list to get you up and running with this system quickly and painlessly.

Java Power Tools John Ferguson Smart,2008 Describes thirty open source tools that are designed to improve Java development practices, including build tools, quality metrics tools, unit testing tools, issue management tools, and continuous integration tools.

Patterns for Computer-Mediated Interaction Till Schummer,Stephan Lukosch,2013-06-26 Written by well-respected experts, this how-to guide provides patterns for the design of human computer human interaction (HCHI). An increasing number of applications are currently designed for use by more than one user, eg: multi-player games, interactive web sites, mobile phones, collaborative learning systems, interactive workspaces and smart environments. In these areas there is a shift from (HCI) human computer interaction to (HCHI) human computer human interaction. The role of patterns in this movement is twofold: 1st - patterns focus on the human user of the system; 2nd - patterns assist developers in the development process of groupware applications.

Learning OpenCV Gary Bradski,Adrian Kaehler,2008-09-24 This library is useful for practitioners, and is an excellent tool for those entering the field: it is a set of computer vision algorithms that work as advertised.-William T. Freeman, Computer Science and Artificial Intelligence Laboratory, Massachusetts Institute of Technology Learning OpenCV puts you in the middle of the rapidly expanding field of computer vision. Written by the creators of the free open source OpenCV library, this book introduces you to computer vision and demonstrates how you can quickly build applications that enable computers to see and make decisions based on that data. Computer vision is everywhere-in security systems, manufacturing inspection systems, medical image analysis, Unmanned Aerial Vehicles, and more. It stitches Google maps and Google Earth together, checks the pixels on LCD screens, and makes sure the stitches in your shirt are sewn properly. OpenCV provides an easy-to-use computer vision framework and a comprehensive library with more than 500 functions that can run vision code in real time. Learning OpenCV will teach any developer or hobbyist to use the framework quickly with the help of hands-on exercises in each chapter. This book includes: A thorough introduction to OpenCV Getting input from cameras Transforming images Segmenting images and shape matching Pattern recognition, including face detection Tracking and motion in 2 and 3 dimensions 3D reconstruction from stereo vision Machine learning algorithms Getting machines to see is a challenging but entertaining goal. Whether you want to build simple or sophisticated vision applications, Learning OpenCV is the book you need to get started.

Java Open Source Programming Joseph Walnes,Ara Abrahamian,Mike Cannon-Brookes,Patrick A. Lightbody,2004-02-03 Discover how to develop full-scale J2EE?TM applications quickly and efficiently using the best Open Source tools Written by leading authorities in the field, this book shows you how to leverage a suite of best-of-breed Open Source development tools to take the pain out of J2EE and build a complete Web-based application. You'll combine these tools to actually reduce the points of failure in your application, while increasing overall system stability and robustness. Along with the tools introduced here, you'll develop the PetSoar application, which

follows the PetStore application used by Sun Microsystems to demonstrate features of J2EE. With PetSoar, the authors focus on developing a maintainable and flexible application, rather than showcasing the end result, so that you can apply the material in your own projects. In addition, the authors provide methods for utilizing Open Source software components for each stage of the development process. The Open Source products covered include: * Hibernate to aid with simple,flexible, and speedy transparent object persistence * OpenSymphony WebWork to allow for pluggable view technologies and extensible configuration * JUnit and Mock Objects to assist with rapid and robust unit testing * XDoclet to assist with generating code and configuration files automatically * Jakarta Lucene to add Google-style smart search capabilities to data stores * OpenSymphony SiteMesh to aid in the creation of large sites with a common look and feel * OpenSymphony OSCache to easily cache slow dynamic sections of Web sites resulting in faster-loading pages

The Definitive Guide to Plone Andy McKay,2004-06-28 * McKay is a member of Plone's core development team—defining The Expert's Voice in Open Source. * Author's web site ZopeZen.org is a site dedicated to Zope-based applications and will plug book on the site. * Python programmers are a growing community and this will be the only up-to-date book on Plone for programmers. * For the latest information on Plone and the latest developments, visit: <http://plone.org>.

Beginning Programming Adrian Kingsley-Hughes,Kathie Kingsley-Hughes,2005-03-25 Programming allows developers to create a sequence of instructions that enable computers to perform certain functions and tasks Offering the basic best practices and skills for novice programmers, this book helps readers gain new skills for writing programs and developing applications Teaches programming using C++ and explores scripting with JavaScript and VBScript, which are all free and don't require the reader to purchase any software Includes programming projects and real-world code examples that can be modified and expanded upon

J2EE Open Source Toolkit John T. Bell,James Lambros,Stan Ng,2003-11-10 The first book that shows how to harness the full power of open-source tools to build a free J2EE development platform without using any commercial products Tools covered include Apache Tomcat, Struts, Jetspeed, MySQL, Joram, and jBoss Shows developers how to integrate all of the most popular open-source tools into a single, integrated platform Companion Web site provides source code plus a fully working example of the development platform created in the book

Open Source .Net Development Brian Nantz,2005 The first book on doing .NET development in an open source environment, with appeal to both .NET and open source programmers.

Perspectives on Free and Open Source Software Joseph Feller,2005 Leading Free and Open Source software researchers and analysts consider the status of the open source revolution and its effect on industry and society.

The PEAR Installer Manifesto Gregory Beaver,2006-01-01 The PEAR Installer maintainer shows you the power of this code management and deployment system to revolutionize your PHP application development

Implementing a Digital Asset Management System Jens Jacobsen,Tilman Schlenker,Lisa Edwards,2012-08-21 Learn how the top CG film, computer game and web development companies have saved significant time and money on their projects by optimizing digital asset management systems and streamlining production processes. Also included is a product overview with 28 detailed descriptions of software solutions, including screenshots and prices, as well as a practical assessment of their suitability for different industries & project sizes.

Empirical Research in Software Engineering Ruchika Malhotra,2016-03-09 Empirical research has now become an essential component of software engineering yet software practitioners and researchers often lack an understanding of how the empirical procedures and practices are applied in the field. Empirical Research in Software Engineering: Concepts, Analysis, and Applications shows how to implement empirical research pro

Building Scalable Web Sites Cal Henderson,2006-05-16 A guide to developing Web sites using scalable applications.

Building a Cloud Computing Service Binh Nguyen, As the world moves towards a more globally and electronically connected future, access to the Internet is becoming more commonplace for business, educational, as well as entertainment purposes. Virtually everyone now has a small, mobile device of some sort which will allow them access to the Internet. The concept of Cloud Computing was born as a direct consequence of such connectivity and this has resulted in services advancing towards the Internet Cloud. This allows smaller devices to possess far greater functionality than ever before whether it is via websites and/or other secondary protocols. This document provides advice on how to build a cloud service whether that may be for commercial, educational, and/or more altruistic purposes. It is based on past experience, general knowledge, as well as personal research. It is not intended to be read by people who are new to computing. While it was originally intended only to cover technical aspects of building a cloud service-based company it has since expanded into a document that covers the actual business aspects of building a cloud service-based company as well. It uses Open Source technologies, but takes concepts from all fields. An appendix detailing the “how to commence the beginnings of a cloud service” has also been provided. You will need at least two computers, enough network equipment to hook them up, an Internet connection as well as possibly a Linux distribution to install on your computer. Feedback/credit on any ideas that are subsequently put into action based on the content of this document would be appreciated. Any feedback on the content of this document is welcome. Every attempt has been made to ensure that the instructions and information herein are accurate and reliable. Please send corrections, comments, suggestions and questions to the author. All trademarks and copyrights are the property of their owners, unless otherwise indicated. Use of a term in this document should not be regarded as affecting the validity of any trademark or service mark. The author would appreciate and consider it courteous if notification of any and all modifications, translations, and printed versions are sent to him. Please note that this is an organic document that will change as we learn more about this new computing paradigm. The latest copy of this document can be found either on the author’s website, blog, and/or <http://www.tldp.org>

This book delves into Tortoisecvs. Tortoisecvs is a crucial topic that needs to be grasped by everyone, ranging from students and scholars to the general public. This book will furnish comprehensive and in-depth insights into Tortoisecvs, encompassing both the fundamentals and more intricate discussions.

1. The book is structured into several chapters, namely:
 - Chapter 1: Introduction to Tortoisecvs
 - Chapter 2: Essential Elements of Tortoisecvs
 - Chapter 3: Tortoisecvs in Everyday Life
 - Chapter 4: Tortoisecvs in Specific Contexts
 - Chapter 5: Conclusion
2. In chapter 1, the author will provide an overview of Tortoisecvs. This chapter will explore what Tortoisecvs is, why Tortoisecvs is vital, and how to effectively learn about Tortoisecvs.
3. In chapter 2, the author will delve into the foundational concepts of Tortoisecvs. This chapter will elucidate the essential principles that need to be understood to grasp Tortoisecvs in its entirety.
4. In chapter 3, this book will examine the practical applications of Tortoisecvs in daily life. The third chapter will showcase real-world examples of how Tortoisecvs can be effectively utilized in everyday scenarios.
5. In chapter 4, the author will scrutinize the relevance of Tortoisecvs in specific contexts. This chapter will explore how Tortoisecvs is applied in specialized fields, such as education, business, and technology.
6. In chapter 5, the author will draw a conclusion about Tortoisecvs. The final chapter will summarize the key points that have been discussed throughout the book.

This book is crafted in an easy-to-understand language and is complemented by engaging illustrations. This book is highly recommended for anyone seeking to gain a comprehensive understanding of TortoiseCVS.

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Decision: NASA's Search ... - Project MUSE by A Roland · 2001 — what kind of shuttle to build. The first decision replaced the Apollo pro- gram's Saturn rocket with a reusable launch vehicle intended to lower costs,. The Space Shuttle Decision: NASA's Search for a ... The Space Shuttle Decision: NASA's Search for a Reusable Space Vehicle Issue 4221 of NASA SP, United States. National Aeronautics and Space Administration space shuttle decision The Space Shuttle decision - NASA's Search for a Reusable Space Vehicle (The NASA History Series NASA SP-4221) by T.A. Heppenheimer and a great selection of ... The Space Shuttle Decision: NASA's Search for a ... This book portrays NASA's search for continued manned space exploration after the success of Apollo. During 1969, with Nixon newly elected and the first ...

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