LiveLessons

Charlie Hunt

Functional Programming For Java LiveLessons Simon Roberts, 2018 7+ Hours of Video Instruction Almost 8 hours teaching Java programmers how to design and create Java code using functional programming style and the new language features added with Java 8 that support that style. Functional Programming for Java LiveLessons provides a solid foundation for designing and creating Java code using the functional programming style. Simon Roberts, best-selling author of Java Certification and programming books and video titles, has created a unique video course using live-action lectures, code demos, and whiteboard instructions to take learners on a learning journey by telling a story. Functional Programming for Java LiveLessons is a complete resource where each new concept is introduced gradually, based on examples that start in the familiar object-oriented style. A solid foundation is created before adding on more complicated concepts. The discussion then examines how this example might be improved and introduces functional concepts in small steps, building in relevant code as you go and in a way that emphasizes understanding. Exercises are suggested throughout, allowing the viewer to stop and try solving the examples on their own before continuing. The code for this course is available as a GIT repository and viewers are encouraged to work with it to further their understanding. Topics include: From an OO design pattern to a functional foundation Building more functional concepts The power of combinations and modifications Working with pure functions Streams API Advanced patterns and exception handling Learn How To Approach Java in a more functional way rather than an object-oriented approach Use advanced Java syntax features: nested and inner classes, anonymous inner classes, and lambda expressions Define simple generic methods, increasing the generality of your code Compose and adapt functions, allowing fine-grained reuse of code and avoid duplication Create software with dynamically variable rather than fixed behavior Understand the benefits of, and write software using pure functions Understand and use the Java 8 Streams API, including the monad concept, reduce and collect operations, and the parallel execution of Streams Handle exceptions, both checked and unchecked, in Stream processing, and other situations where exceptions would break the system either compile or runtime. Who Should Take This Course Java programmers looking to leverage the new functional features of Java 8 Java programmers who are finding...

Introduction to Game Design LiveLessons (Video Training) John Sharp,2014 Overview Introduction to Game Design LiveLessons introduces you to a play-based approach to game design through the creation of a video game from start to finish. Along the way, the lessons identify the primary characteristics of games and different strategies for creating them as well as the iterative game design process of conceptualizing, prototyping, playtesting and evaluating. Description This is a comprehensive overview of the game design process from start to finish. By following along, viewers learn the steps involved in coming up with a solid idea for a game, building different types of prototypes, methods for playtesting game prototypes and evaluating the results. The goal of this Livelesson is to provide viewers with all the tools needed to create innovative and exciting new games. Along the way, Macklin and Sharp cover a wide range of game genres and types as examples of a play-centric approach to making games, and delve into the reasons why they are successful. The source code repository for this Livelesson can be found at www.informit.com/title/9780134051239. About the Instructor Colleen Macklin is a game designer, an Associate Professor in the school of Art, Media and Technology at Parsons The New School for Design, where she has been teaching interaction and game design for over 20 years. Macklin is also founder and co-director of PETLab (Prototyping Education and Technology Lab), a lab that develops games for experimental learning and social engagement. PETLab projects include disaster preparedness games and sports with the Red Cross, the urban activist game Re:Activism and the

physical/fiscal sport Budgetball. PETLab has also published game design curricula for the Boys & Girls Club. She is a member of the game design collective Local No. 12, best known for their social card game, the Metagame. Her work has been shown at Come Out and Play, UCLA Art Sci Center, The Whitney Museum for American Art and Creative Time. John Sharp is a designer, art historian, curator and educator with over twenty five years of involvement in the creation and study of art and design. John's design work focuses on cultural games, artgames and non-digital games. His current research addresses game aesthetics, the history of play, and the creative process. John is the Associate Professor of Games and Learning at Parsons The New School for Design. Along with Colleen Macklin, John co-directs PETLab (Prototyping, Education and Technology Lab), a resea...

CCNP Enterprise Advanced Routing ENARSI 300-410 Official Cert Guide Raymond Lacoste, Brad Edgeworth, 2020-02-24 Trust the best selling Official Cert Guide series from Cisco Press to help you learn, prepare, and practice for exam success. They are built with the objective of providing assessment, review, and practice to help ensure you are fully prepared for your certification exam. Master Cisco CCNP ENARSI exam topics Assess your knowledge with chapteropening quizzes Review key concepts with exam preparation tasks This is the eBook edition of the CCNP Enterprise Advanced Routing ENARSI 300-410 Official Cert Guide. This eBook does not include access to the Pearson Test Prep practice exams that comes with the print edition. CCNP Enterprise Advanced Routing ENARSI 300-410 Official Cert Guide from Cisco Press allows you to succeed on the exam the first time and is the only self-study resource approved by Cisco. Expert authors Raymond Lacoste and Brad Edgeworth share preparation hints and test-taking tips, helping you identify areas of weakness and improve both your conceptual knowledge and hands-on skills. This complete study package includes A test-preparation routine proven to help you pass the exams Do I Know This Already? quizzes, which allow you to decide how much time you need to spend on each section Chapter-ending exercises, which help you drill on key concepts you must know thoroughly Practice exercises that help you enhance your knowledge More than 60 minutes of video mentoring from the author A final preparation chapter, which guides you through tools and resources to help you craft your review and test-taking strategies Study plan suggestions and templates to help you organize and optimize your study time Well regarded for its level of detail, study plans, assessment features, and challenging review questions and exercises, this official study guide helps you master the concepts and techniques that ensure your exam success. This official study guide helps you master all the topics on the CCNP Enterprise Advanced Routing ENARSI exam, including Layer 3 technologies, including IPv4/IPv6 routing, EIGRP, OSPF, and BGP VPN services, including MPLS Layer 3 VPNs and DMVPN Infrastructure security, including ACLs, AAA, uRPF, CoPP, and IPv6 first hop security features Infrastructure services, including syslog, SNMP, IP SLA, Object Tracking, NetFlow, Flexible NetFlow, and more

Android App Development Fundamentals I and II LiveLessons (Video Training) Paul Deitel,2011 Android App Development Fundamentals I and II LiveLesson video uses the same App-Driven Approach that Paul Deitel pioneered in his successful iPhone App Development LiveLesson video. Viewers learn Android programming technologies in the context of 16 complete working Android apps. Each lesson presents one app and is structured as follows: Deitel describes the app's behavior and the technologies and the architecture used to build it. Then Deitel does a detailed walkthrough of the code. As part of the walkthrough, Deitel discuss the programming concepts involved, and demonstrates the functionality of the appropriate Android API. By the end of the LiveLesson, viewers will gain hands-on experience with a wide spectrum of essential Android APIs. Viewers will also learn how to use Eclipse and Android Development Tools (ADT) for Eclipse to successfully create, debug, and deploy Android apps.

IOS 8 for Programmers Paul J. Deitel, Harvey M. Deitel, Abbey Deitel, 2014-12-16 A guide to app development with iOS 8 using Swift, an Apple programming language, covering such topics as storyboards, view controllers, game templates, animation graphics, user defaults, motion event handling, and app pricing.

Swift for Programmers Paul J. Deitel, Harvey M. Deitel, 2015 'Swift for Programmers' is a programming-language focused book designed to get practicing programmers up-to-speed quickly in Swift programming. The Deitels provide thousands of lines of proven Swift code in the book, using a mix of code snippets and live-code examples. When they present code snippets rather than full-length complete programs, the snippet will be extracted from a Deitel-created, compiled, live-code example to ensure that the snippet is correct

<u>Android for Programmers</u> Paul J. Deitel, Harvey M. Deitel, Abbey Deitel, 2013 Presents a guide to Android application development using the app-driven approach for seven fully coded apps that include syntax, code walkthroughs, and sample outputs.

Cocoa Programming Fundamentals LiveLessons Bundle David Chisnall,2010-06 Cocoa Programming Fundamentals LiveLessons provides a video guided tour of the powerful and elegant Cocoa APIs and programming tools found on Mac OS X. Expert author and developer David Chisnall explains how Cocoa's core frameworks and components work, and then demonstrates how to put them to use in designing and developing sophisticated Mac OS X applications. Includes: - LiveLessons DVD with 4+ hours of video instruction - \$150 value -David Chisnall's Cocoa Programming Developer's Handbook, the most complete guide to Cocoa programming for Mac OS X - a \$60 value Learn Cocoa programming fundamentals quickly, easily, and cost-effectively! About the LiveLessons DVD This bundle's video lessons focus on exactly what you need to know to master new skills fast—and then put them to work immediately. Watch and learn from an expert developer as he covers all the fundamentals of developing sophisticated Mac OS X applications using Cocoa's wide array of tools and technologies.

Managing the Unmanageable Mickey W. Mantle,Ron Lichty,2012-09-16 "Mantle and Lichty have assembled a guide that will help you hire, motivate, and mentor a software development team that functions at the highest level. Their rules of thumb and coaching advice are great blueprints for new and experienced software engineering managers alike." —Tom Conrad, CTO, Pandora "I wish I'd had this material available years ago. I see lots and lots of 'meat' in here that I'll use over and over again as I try to become a better manager. The writing style is right on, and I love the personal anecdotes." —Steve Johnson, VP, Custom Solutions, DigitalFish All too often, software development is deemed unmanageable. The news is filled with stories of projects that have run catastrophically over schedule and budget. Although adding some formal discipline to the development process has improved the situation, it has by no means solved the problem. How can it be, with so much time and money spent to get software development under control, that it remains so unmanageable? In Managing the Unmanageable: Rules, Tools, and Insights for Managing Software People and Teams, Mickey W. Mantle and Ron Lichty answer that persistent question with a simple observation: You first must make programmers and software teams manageable. That is, you need to begin by understanding your people—how to hire them, motivate them, and lead them to develop and deliver great products. Drawing on their combined seventy years of software development and management experience, and highlighting the insights and wisdom of other successful managers, Mantle and Lichty provide the guidance you need to manage people and teams in order to deliver software successfully. Whether you are new to software management, or have already been working in that role, you will appreciate the real-world knowledge and practical tools packed into this guide.

HTML, CSS & JavaScript Web Publishing in One Hour a Day, Sams Teach Yourself Laura Lemay, Rafe Colburn, Jennifer Kyrnin, 2015-12-22 Thoroughly revised and updated with examples rewritten to conform to HTML5, CSS3, and contemporary web development practices, this easy-to-understand, step-bystep tutorial helps you quickly master the basics of HTML and CSS before moving on to more advanced topics such as graphics, video, and interactivity with JavaScript and jQuery. In just one hour a day, you'll learn the skills you need to design, create, and maintain a professional-looking website. No previous experience required. By following each short, one-hour lesson in this book, anyone can learn the basics of web development. Learn at your own pace. You can work through each lesson sequentially to make sure you thoroughly understand all the concepts and methodologies, or you can focus on specific lessons to learn the techniques that interest you most. Test your knowledge. Each lesson ends with a Workshop section filled with questions, answers, and exercises for further study. Learn how to... Fully implement the HTML5 and CSS3 standards Work with text and create links Add images and graphics to your page Use CSS to style a site and position elements on a page Structure a page with HTML5 Use responsive web design to make your pages look good on different-sized screens Use JavaScript to add dynamic elements and interactivity on your pages Leverage ¡Query to add JavaScript features to your pages Design for the mobile web Get your site online and let people know it's there Optimize your site for search engines Contents at a Glance PART I: Getting Started 1 What Is Web Publishing 2 Getting Your Tools in Order 3 Introducing HTML and CSS PART II: Creating Web Pages 4 Learning the Basics of HTML 5 Organizing Information with Lists 6 Working with Links PART III: Doing More with HTML and CSS 7 Formatting Text with HTML and CSS 8 Using CSS to Style a Site 9 Using Images on Your Web Pages 10 Building Tables 11 Using CSS to Position Elements on a Page 12 Designing Forms 13 Structuring a Page with HTML5 14 Integrating Multimedia: Video and Sound 15 Advanced CSS: Page Layout in CSS 16 Using Responsive Web Design PART IV: Using JavaScript and jQuery 17 Introducing JavaScript 18 Using jQuery 19 Using JavaScript in Your Pages 20 Working with Frames and Linked Windows PART V: Designing for Everyone 21 Designing for the Mobile Web 22 Designing for User Experience PART VI: Going Live on the Web 23 How to Publish Your Site 24 Taking Advantage of the Server 25 Search Engines and SEO

JavaScript Essentials LiveLessons (Video Training) Jeff Tapper, 2013 JavaScript Essentials LiveLessons is a developer's key to the world of JavaScript in Web Development, which is growing every day due to its wide-spread use, flexibility as a language, and globally understood format. Before developers can become proficient in JavaScript, they need to understand the basics of the language. Once they have the essential building blocks under their belt, they can build upon that knowledge to create increasingly complex elements. This course gives a solid foundation on which to build skills, from the perspective of a web developer. The videos will be in the usual LiveLessons format with a combination of lecture, slides and code. Jeff Tapper is Senior Technologist at Digital Primates. He has been developing internet applications since 1995, for clients including Major League Baseball, Morgan Stanley, ESPN, American Express, Harley Davidson and many more. He's authored a dozen books on various internet technologies, and is a frequent speaker at conferences around the world. He's also an Adobe Certified Master Instructor, and has been teaching all of their developer classes for the past decade. The source code repository for this LiveLesson can be found at www.informit.com/title/9780133590807. Skill Level Beginner What You Will Learn What is JavaScript and how is it important What is the relationship of JavaScript to the Browser How to write and debug JavaScript How to use JavaScript Operators How to use functions in JavaScript to Create reusable code Who Should Take This Course Developers looking to add JavaScript to the languages in which they are comfortable working Course

Requirements Basic understanding of programming and development Familiarity with HTML Familiarity with Web Technology Lesson 1 "Introduction to JavaScript" explains what JavaScript is and why it is relevant. This lesson explains the role JavaScript plays in Web Applications, how it is created, how it runs and how it fits within a Web Architecture. Lesson 2 "Your First JavaScript Program" walks you through setting up a development environment and explains how to use it. This lesson also explains how to test your code and use the browser based tools to debug it. Lesson 3 "Understanding Data in JavaScript" explores the meaning of data types in a type-less language. In this lesson you learn about the native types of data in JavaScript, and how to create, read and write from objects of your own creation. Lesson 4 "Functions" explains how functions en...

IOS and Mac Network Programming LiveLessons (Video Training) Jiva DeVoe,2013

Python for Programmers Paul Deitel, Harvey Deitel, 2019-03-15 The professional programmer's Deitel® guide to Python® with introductory artificial intelligence case studies Written for programmers with a background in another high-level language, Python for Programmers uses hands-on instruction to teach today's most compelling, leading-edge computing technologies and programming in Python-one of the world's most popular and fastest-growing languages. Please read the Table of Contents diagram inside the front cover and the Preface for more details. In the context of 500+, real-world examples ranging from individual snippets to 40 large scripts and full implementation case studies, you'll use the interactive IPython interpreter with code in Jupyter Notebooks to quickly master the latest Python coding idioms. After covering Python Chapters 1-5 and a few key parts of Chapters 6-7, you'll be able to handle significant portions of the hands-on introductory AI case studies in Chapters 11-16, which are loaded with cool, powerful, contemporary examples. These include natural language processing, data mining Twitter® for sentiment analysis, cognitive computing with IBM® WatsonTM, supervised machine learning with classification and regression, unsupervised machine learning with clustering, computer vision through deep learning and convolutional neural networks, deep learning with recurrent neural networks, big data with Hadoop®, SparkTM and NoSQL databases, the Internet of Things and more. You'll also work directly or indirectly with cloud-based services, including Twitter, Google TranslateTM, IBM Watson, Microsoft® Azure®, OpenMapQuest, PubNub and more. Features 500+ hands-on, real-world, live-code examples from snippets to case studies IPython + code in Jupyter® Notebooks Library-focused: Uses Python Standard Library and data science libraries to accomplish significant tasks with minimal code Rich Python coverage: Control statements, functions, strings, files, JSON serialization, CSV, exceptions Procedural, functional-style and object-oriented programming Collections: Lists, tuples, dictionaries, sets, NumPy arrays, pandas Series & DataFrames Static, dynamic and interactive visualizations Data experiences with real-world datasets and data sources Intro to Data Science sections: AI, basic stats, simulation, animation, random variables, data wrangling, regression AI, big data and cloud data science case studies: NLP, data mining Twitter®, IBM® WatsonTM, machine learning, deep learning, computer vision, Hadoop®, SparkTM, NoSQL, IoT Open-source libraries: NumPy, pandas, Matplotlib, Seaborn, Folium, SciPy, NLTK, TextBlob, spaCy, Textatistic, Tweepy, scikit-learn®, Keras and more Accompanying code examples are available here: http://ptgmedia.pearsoncmg.com/imprint_downloads/informit/bookreg/9780135224335_examples.zip. Register your product for convenient access to downloads, updates, and/or corrections as they become available. See inside book for more information.

Java SE 8 for Programmers Paul J. Deitel, Harvey M. Deitel, 2014 Summary: Written for programmers with a background in high level language programming, the book applies the Deitel signature live code approach to teaching programming and explores the Java language in depth ...

C# 2012 for Programmers Paul J. Deitel, Harvey M. Deitel, 2013 C# Programming 2012.

Programming in Objective-C 2.0 LiveLessons Stephen G. Kochan,2010-04-20 Programming in Objective-C 2.0 LiveLessons is the world's first complete video training course on the basics of Objective-C, the programming language at the heart of Mac OS X and iPhone/iPad development.Bestselling author and trainer Stephen G. Kochan provides the new programmer with a step-by-step, hands-on introduction to the Objective-C language and the fundamentals of object-oriented programming. The course does not assume any previous programming experience and includes many detailed, practical examples of how to put Objective-C to use in everyday programming tasks for the Mac OS X and iPhone/iPad platforms. Stephen G. Kochan is author of the bestselling book Programming in Objective-C 2.0 and author or co-author of several bestselling books on the C language, including Programming in C, Programming in ANSI C, and Topics in C Programming. He has been programming Macintosh computers since the introduction of the first Mac in 1984, and he wrote Programming C for the Mac.Part I: Language Fundamentals1: Getting Started in Objective-C [00:14:00]2: Classes, Objects, and Methods [00:43:03]3: Data Types and Expressions [00:41:00]4: Loops [00:23:19]5: Making Decisions [00:37:20]6: More On Classes [00:43:36]7: Inheritance [00:45:48]8: Polymorphism, Dynamic Typing, and Dynamic Binding [00:23:12]9: More on Variables and Data Types [00:29:10]10: Categories and Protocols [00:39:25]11: The Preprocessor [00:37:24]12: Underlying C Language Features [01:43:03]Part II: iPhone Programming and the Foundation Framework1: Introduction to the Foundation Framework [00:08:31]2: Numbers and Strings [00:37:24]3: Collections [01:26:56]4: Working with Files [00:52:07]5: Memory Management [00:40:13]6: Copying Objects [00:35:58]7: Archiving Objects [00:27:38]8: Introduction to iPhone/iPod Touch Programming [00:34:46]9: Writing an iPhone Fraction Calculator [00:36:45]

Xcode and Instruments Fundamentals Livelessons Video Training Brandon Alexander, 2013-03-23 3+ Hours of Video Instruction Xcode and Instruments Fundamentals LiveLessons covers how to develop and debug applications with the Xcode IDE and how to use Instruments to perform sophisticated debugging and performance analysis. Brandon Alexander, developer and author, covers how to use the iOS development toolkit. The first four lessons cover Xcode by showing viewers how to navigate the basic interface, create a new project and use various editors, understand how Xcode organizes the build settings, debug their application with LLDB, and customize Xcode for their workflow. Lessons 5-10 focus on Instruments by showing viewers how to navigate the interface and profile their application, analyze memory leaks and break retain cycles, analyze general performance and make the application responsive, analyze Core Data performance, analyze power consumption of the application, and use Instruments to drive the application. Table of Contents: Introduction Lesson 1: Welcome to Xcode Learning objectives 1.1 Tour the Xcode interface 1.2 Navigate Xcode Lesson 2: Editing Your Project's Files Learning objectives 2.1 Edit source files 2.2 Edit Interface Builder files 2.3 Create Storyboards 2.4 Edit Core Data models Lesson 3: Inside Your Project's Build Settings Learning objectives 3.1 Edit your project's build configuration 3.2 Conquer Targets and Schemes 3.3 Create sub-projects and static libraries Lesson 4: Advanced Xcode Learning objectives 4.1 Prepare for debugging on the device 4.2 Debug with LLDB 4.3 Customize Xcode Lesson 5: Welcome to Instruments Learning objectives 5.1 Prepare for performance tuning and look at the Instruments interface 5.2 Tour the available Instruments Lesson 6: Debugging Memory Issues Learning objectives 6.1 Fix memory leaks and retain cycles 6.2 Detect and remove NSZombies 6.3 Analyze overall memory performance Lesson 7: General Performance Analysis and Tuning Learning objectives 7.1 Use the Time Profiler: D

performance: Find misaligned images Lesson 8: Tuning Core Data Learning objectives 8.1 Analyze fetches 8.2 Look at the cache system 8.3 Analyze save times and frequency Lesson 9: Power Management Learning objectives 9.1 Gather power usage data 9.2 Analyze power usage data Lesson 10: Automation with Instruments Learning objectives 10.1 Automate UI testing 10.2 Combine automation with other Instruments Summary LiveLessons Video Training series publishes hundreds of hands-on, expert-led video tutorials covering a wide selection of technology topics designed to teach you the skills you need to succeed. This professional and personal technology video series features world-leading author instructors published by your trusted technology brands: Addison-Wesley, Cisco Press, IBM Press, Pearson IT Certification, Prentice Hall, Sams, and Que. Topics include: IT Certification, Programming, Web Development, Mobile Development, Home and Office Technologies, Business and Management, and more. View all LiveLessons on InformIT at http:

//www.informit.com/imprint/series_detail.aspx?ser=2185116

C++ for Programmers Paul Deitel, Harvey M. Deitel, 2009-01-23 PRACTICAL, EXAMPLE-RICH COVERAGE OF: Classes, Objects, Encapsulation, Inheritance, Polymorphism Integrated OOP Case Studies: Time, GradeBook, Employee Industrial-Strength, 95-Page OOD/UML® 2 ATM Case Study Standard Template Library (STL): Containers, Iterators and Algorithms I/O, Types, Control Statements, Functions Arrays, Vectors, Pointers, References String Class, C-Style Strings Operator Overloading, Templates Exception Handling, Files Bit and Character Manipulation Boost Libraries and the Future of C++ GNUTM and Visual C++® Debuggers And more... VISIT WWW.DEITEL.COM For information on Deitel® Dive-Into® Series corporate training courses offered at customer sites worldwide (or write to deitel@deitel.com) Download code examples Check out the growing list of programming, Web 2.0 and software-related Resource Centers To receive updates for this book, subscribe to the free DEITEL® BUZZ ONLINE e-mail newsletter at www.deitel.com/newsletter/subscribe.html Read archived issues of the DEITEL® BUZZ ONLINE The professional programmer's DEITEL® guide to C++ and object-oriented application development Written for programmers with a background in high-level language programming, this book applies the Deitel signature live-code approach to teaching programming and explores the C++ language and C++ Standard Libraries in depth. The book presents the concepts in the context of fully tested programs, complete with syntax shading, code highlighting, code walkthroughs and program outputs. The book features 240 C++ applications with over 15,000 lines of proven C++ code, and hundreds of tips that will help you build robust applications. Start with an introduction to C++ using an early classes and objects approach, then rapidly move on to more advanced topics, including templates, exception handling, the Standard Template Library (STL) and selected features from the Boost libraries. You'll enjoy the Deitels' classic treatment of object-oriented programming and the OOD/UML® 2 ATM case study, including a complete C++ implementation. When you're finished, you'll have everything you need to build object-oriented C++ applications. The DEITEL® Developer Series is designed for practicing programmers. The series presents focused treatments of emerging technologies, including C++, .NET, JavaTM, web services, Internet and web development and more. PRE-PUBLICATION REVIEWER TESTIMONIALS "An excellent 'objects first' coverage of C++. The example-driven presentation is enriched by the optional UML case study that contextualizes the material in an ongoing software engineering project." -Gavin Osborne, Saskatchewan Institute of Applied Science and Technology "Introducing the UML early on is a great idea." -Raymond Stephenson, Microsoft "Good use of diagrams, especially of the activation call stack and recursive functions." -Amar Raheja, California State Polytechnic University, Pomona "Terrific discussion of pointers-probably the best I have seen." -Anne B. Horton, Lockheed Martin "Great coverage of polymorphism and how the compiler implements

polymorphism 'under the hood." –Ed James-Beckham, Borland "The Boost/C++0x chapter will get you up and running quickly with the memory management and regular expression libraries, plus whet your appetite for new C++ features being standardized." –Ed Brey, Kohler Co. "Excellent introduction to the Standard Template Library (STL). The best book on C++ programming!" –Richard Albright, Goldey-Beacom College "Just when you think you are focused on learning one topic, suddenly you discover you've learned more than you expected." –Chad Willwerth, University of Washington, Tacoma "The most thorough C++ treatment I've seen. Replete with real-world case studies covering the full software development lifecycle. Code examples are extraordinary!" –Terrell Hull, Logicalis Integration Solutions/

Java Performance LiveLessons (Sneak Peek Video Training) Charlie Hunt, 2013 Based on the best-selling book, Java Performance LiveLessons covers the latest Oracle and third-party tools for monitoring and measuring performance on a wide variety of hardware architectures and operating systems. In these video lessons, Charlie Hunt provides viewers with an overview of a modern Java Virtual Machine, the critical performance statistics to monitor within an operating system, JVM, and Java application, an overview of how the HotSpot garbage collectors work, explanation of the garbage collection output produced by the garbage collectors, and a step by step approach to tuning a Java application.--Resource description page.

IPv6 Fundamentals Rick Graziani,2017-06-06 Organizations are increasingly transitioning to IPv6, the next generation protocol for defining how devices of all kinds communicate over networks. Now fully updated, IPv6 Fundamentals offers a thorough, friendly, and easy-to-understand introduction to the knowledge and skills you need to deploy and operate IPv6 networks. Leading networking instructor Rick Graziani explains all the basics simply and clearly, step-by-step, providing all the details you'll need to succeed. You'll learn why IPv6 is necessary, how it was created, how it works, and how it has become the protocol of choice in environments ranging from cloud to mobile and IoT. Graziani thoroughly introduces IPv6 addressing, configuration options, and routing protocols, including EIGRP for IPv6, and OSPFv3 (traditional configuration and with address families). Building on this coverage, he then includes more indepth information involving these protocols and processes. This edition contains a completely revamped discussion of deploying IPv6 in your network, including IPv6/IPv4 integration, dynamic address allocation, and understanding IPv6 from the perspective of the network and host. You'll also find improved coverage of key topics such as Stateless Address Autoconfiguration (SLAAC), DHCPv6, and the advantages of the solicited node multicast address. Throughout, Graziani presents command syntax for Cisco IOS, Windows, Linux, and Mac OS, as well as many examples, diagrams, configuration tips, and updated links to white papers and official RFCs for even deeper understanding. Learn how IPv6 supports modern networks encompassing the cloud, mobile, IoT, and gaming devices Compare IPv6 with IPv4 to see what has changed and what hasn't Understand and represent IPv6 addresses for unicast, multicast, and any cast environments Master all facets of dynamic IPv6 address allocation with SLAAC, stateless DHCPv6, and stateful DHCPv6 Understand all the features of deploying IPv6 addresses in the network including temporary addresses and the privacy extension Improve operations by leveraging major enhancements built into ICMPv6 and ICMPv6 Neighbor Discovery Protocol Configure IPv6 addressing and Access Control Lists using a common topology Implement routing of IPv6 packets via static routing, EIGRP for IPv6, and OSPFv3 Walk step-by-step through deploying IPv6 in existing networks, and coexisting with or transitioning from IPv4

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Table of Contents LiveLessons

- 1. Understanding the eBook LiveLessons
 - The Rise of Digital Reading LiveLessons
 - o Advantages of eBooks Over Traditional Books
- 2. Identifying LiveLessons
 - Exploring Different Genres
 - o Considering Fiction vs. Non-Fiction
 - Determining Your Reading Goals
- 3. Choosing the Right eBook Platform
 - o Popular eBook Platforms
 - Features to Look for in an LiveLessons
 - o User-Friendly Interface
- 4. Exploring eBook Recommendations from LiveLessons
 - Personalized Recommendations
 - o LiveLessons User Reviews and Ratings
 - o LiveLessons and Bestseller Lists
- 5. Accessing LiveLessons Free and Paid eBooks
 - \circ LiveLessons Public Domain eBooks
 - $\circ \ LiveLessons \ eBook \ Subscription \ Services$
 - o LiveLessons Budget-Friendly Options
- 6. Navigating LiveLessons eBook Formats
 - o ePub, PDF, MOBI, and More
 - $\circ \ LiveLessons \ Compatibility \ with \ Devices$

- LiveLessons Enhanced eBook Features
- 7. Enhancing Your Reading Experience
 - o Adjustable Fonts and Text Sizes of LiveLessons
 - Highlighting and Note-Taking LiveLessons
 - Interactive Elements LiveLessons
- 8. Staying Engaged with LiveLessons
 - o Joining Online Reading Communities
 - Participating in Virtual Book Clubs
 - Following Authors and Publishers LiveLessons
- 9. Balancing eBooks and Physical Books LiveLessons
 - o Benefits of a Digital Library
 - o Creating a Diverse Reading Collection LiveLessons
- 10. Overcoming Reading Challenges
 - o Dealing with Digital Eye Strain
 - Minimizing Distractions
 - o Managing Screen Time
- 11. Cultivating a Reading Routine LiveLessons
 - Setting Reading Goals LiveLessons
 - o Carving Out Dedicated Reading Time
- 12. Sourcing Reliable Information of LiveLessons
 - $\circ \ \ Fact\text{-}Checking \ eBook \ Content \ of \ LiveLessons$
 - Distinguishing Credible Sources
- 13. Promoting Lifelong Learning
 - $\circ \ \ Utilizing \ eBooks \ for \ Skill \ Development$

- Exploring Educational eBooks
- 14. Embracing eBook Trends
 - Integration of Multimedia Elements
 - Interactive and Gamified eBooks

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