

Icon Bundle

T. Gene Davis

Java Examples in a Nutshell David Flanagan, 2004-01-21

The author of the best-selling *Java in a Nutshell* has created an entire book of real-world Java programming examples that you can learn from. If you learn best by example, this is the book for you. This third edition covers Java 1.4 and contains 193 complete, practical examples: over 21,900 lines of densely commented, professionally written Java code, covering 20 distinct client-side and server-side APIs. It includes new chapters on the Java Sound API and the New I/O API. The chapters on XML and servlets have been rewritten to cover the latest versions of the specifications and to demonstrate best practices for Java 1.4. New and updated examples throughout the book demonstrate many other new Java features and APIs. *Java Examples in a Nutshell* is a companion volume to *Java in a Nutshell*, *Java Foundation Classes in a Nutshell*, and *Java Enterprise in a Nutshell*. It picks up where those quick references leave off, providing a wealth of examples for both novices and experts. This book doesn't hold your hand; it simply delivers well-commented working examples with succinct explanations to help you learn and explore Java and its APIs. *Java Examples in a Nutshell* contains examples that demonstrate: Core APIs, including I/O, New I/O, threads, networking, security, serialization, and reflection Desktop APIs, highlighting Swing GUIs, Java 2D graphics, preferences, printing, drag-and-drop, JavaBeans, applets, and sound Enterprise APIs, including JDBC (database access), JAXP (XML parsing and transformation), Servlets 2.4, JSP 2.0 (JavaServer Pages), and RMI The book begins with introductory examples demonstrating structured and object-oriented programming techniques for new Java programmers. A special index at the end of the book makes it easy to look up examples that use a particular Java class or accomplish a desired task. In between, each chapter includes exercises that challenge readers and suggest further avenues for exploration.

Create GUI Applications with Python & Qt6 (PyQt6 Edition) Martin Fitzpatrick, 2021-03-01 Building desktop applications doesn't have to be difficult. Using Python & Qt5 you can create fully functional desktop apps in minutes. This is the 5th Edition of Create GUI Applications, updated for 2021 & PyQt6 Starting from the very basics, this book takes you on a tour of the key features of PyQt6 you can use to build real-life applications. Learn the fundamental building blocks of PyQt6 applications — Widgets, Layouts & Signals and learn how PyQt6 uses the event loop to handle and respond to user input. Design beautiful UIs with Qt Designer and customize the look and feel of your applications with Qt Style Sheets and custom widgets. Use Qt's MVC-like ModelViews framework to connect data sources to your widgets, including SQL databases, numpy and pandas data tables, to build-data driven application. Visualize data using matplotlib & PyQtGraph and connect with external data sources to build live dashboards. Learn how to use threads and processes to manage long-running tasks and communicate with external services. Parse data and visualize the output in logs and progress bars. The book includes usability and architectural tips to help you build maintainable and usable PyQt6 applications from the start. Finally, once your application is ready to be released, discover how to package it up into professional-quality installers, ready to ship. The book includes - 665 pages of hands-on PyQt6 exercises - 211 code examples to experiment with - Includes 4 example apps - Compatible with Python 3.6+ - Code free to reuse in your own projects

Create GUI Applications with Python & Qt5 (PySide2 Edition) Martin Fitzpatrick, 2020-12-23 Building desktop applications doesn't have to be difficult. Using Python & Qt5 you can create fully functional desktop apps in minutes. This is the 4th Edition of Create GUI Applications, updated for 2020 & PySide2 Starting from the very basics, this book takes you on a tour of the key features of PySide you can use to build real-life

applications. Learn the fundamental building blocks of PySide applications — Widgets, Layouts & Signals and learn how PySide uses the event loop to handle and respond to user input. Design beautiful UIs with Qt Designer and customize the look and feel of your applications with Qt Style Sheets and custom widgets. Use Qt's MVC-like ModelViews framework to connect data sources to your widgets, including SQL databases, numpy and pandas data tables, to build-data driven application. Visualize data using matplotlib & PyQtGraph and connect with external data sources to build live dashboards. Learn how to use threads and processes to manage long-running tasks and communicate with external services. Parse data and visualize the output in logs and progress bars. The book includes usability and architectural tips to help you build maintainable and usable PySide2 applications from the start. Finally, once your application is ready to be released, discover how to package it up into professional-quality installers, ready to ship. The book includes - 665 pages of hands-on PySide exercises - 211 code examples to experiment with - Includes 4 example apps - Compatible with Python 3.4+ - Code free to reuse in your own projects

JAVA 〇〇〇〇,〇〇〇 ,2002

The Mathematics Education for the Future Project.

Proceedings of the 13th International Conference Mathematics Education in a Connected World Alan Rogerson,2015-07-01 This volume contains the papers presented at the International Conference on Mathematics Education in a Connected World held from September 16-21, 2015 in Catania, Italy. The Conference was organized by The Mathematics Education for the Future Project – an international educational project founded in 1986.

OSGi in Depth Alex Alves,2011-12-11 Summary OSGi in Depth shows Java developers how to develop to the OSGi Service Platform Enterprise specification, an emerging Java-based technology for developing modular enterprise applications. About

the Technology OSGi is a mature framework for developing modular Java applications. Because of its unique architecture, you can modify, add, remove, start, and stop parts of an application without taking down the whole system. You get a lot of benefit by mastering the basics, but OSGi really pays off when you dig in a little deeper. About this Book OSGi in Depth presents practical techniques for implementing OSGi, including enterprise services such as management, configuration, event handling, and software component models. You'll learn to custom-tailor the OSGi platform, which is itself modular, and discover how to pick and choose services to create domain-specific frameworks for your business. Also, this book shows how you can use OSGi with existing JEE services, such as JNDI and JTA. Written for Java developers who already know the basics, OSGi in Depth picks up where OSGi in Action leaves off. 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. What's Inside Deep dives into modularization, implementation decoupling, and class-loading Practical techniques for using JEE services Customizing OSGi for specific business domains

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==== Table of Contents OSGi as a new platform for application development An OSGi framework primer The auction application: an OSGi case study In-depth look at bundles and services Configuring OSGi applications A world of events The persistence bundle Transactions and containers Blending OSGi and Java EE using JNDI Remote services and the cloud Launching OSGi using start levels Managing with JMX Putting it all together by extending Blueprint

The Definitive Guide to NetBeans Platform Heiko

Bock, 2009-07-31 The Definitive Guide to NetBeans™ Platform is a thorough and definitive introduction to the NetBeans Platform, covering all its major application programming interfaces (APIs) in detail, with relevant code examples used throughout. The

original German book on which this title is based was well received. The NetBeans platform community has put together this English translation, which author Heiko Böck updated to cover NetBeans platform 6.5 APIs. With an introduction by known NetBeans platform experts Jaroslav Tulach, Tim Boudreau, and Geertjan Wielenga, this is the most up-to-date book on this topic. All NetBeans platform developers will be interested in purchasing it, because several topics in the book have not been documented anywhere else.

Foundation iPhone App Development Nick Kuh, 2012-12-30
Taking a hands-on learning approach, *Foundation iPhone App Development: Build An iPhone App in 5 Days with iOS 6 SDK* quickly enables existing programmers to become familiar and comfortable coding Objective-C using Xcode 4.5, Storyboarding and the iOS 6 SDK to create apps for the iPhone. Nick Kuh, an experienced, Apple award-winning developer, will teach readers how to build an iOS 6 iPhone app from start to finish in 5 days. During a 5-day process you will learn how to build a professional, custom-designed, object-oriented iPhone App. You'll start with a PhotoShop PSD design and an app idea. Then, throughout the remainder of the book, Nick will guide you through each stage of building the app. But it's you who will build the app. You will learn how to think like an app developer, how to turn an idea into a beautiful iPhone app. In addition to the code and programming practices introduced, the book includes numerous tips, tricks and lessons learned to help new iPhone App developers succeed on the App Store: SEO, in-app marketing approaches and how to win more 5 star reviews. The 5-day learning process is divided into the following key stages: Day 1 begins with the initial planning, paper prototyping and Photoshop design phases of an app idea. You'll learn how to provision your iOS apps for deployment to your iPhone. By the end of your first day you'll get to learn on the job, creating an Object-Oriented Black Jack Game that implements the Model View Controller paradigm in Objective C.

Day 2 is all about Storyboarding: creating and connecting all of the user interface views of our app. Day 3 begins with table views and data population. By the end of the third day you'll be knee-deep in Core Data: building a data model and creating an editable, persistent data storage solution for your app. By Day 4 you'll be learning how to communicate with Facebook using Apple's new Social framework introduced in iOS 6. Day 5 kicks off with code and methods to add in-app social network marketing to your app. With your completed app you'll then learn how to submit an App to Apple alongside numerous tips and tricks to improve your chances of success and visibility in this unique marketplace. From start to finish, this book inherits Nick's tried and tested methods to build beautiful native iPhone Apps efficiently. After reading and using this book, you'll come away with a core iOS development process and coding concepts that can be re-used and applied to your own iPhone app projects. Moreover, you'll gain an understanding of how to architect your own apps, write reusable code and implement best practices for faster productivity and maybe even make some money, too.

Java and Mac OS X T. Gene Davis, 2010-03-30 Learn the guidelines of integrating Java with native Mac OS X applications with this Developer Reference book. Java is used to create nearly every type of application that exists and is one of the most required skills of employers seeking computer programmers. Java code and its libraries can be integrated with Mac OS X features, and this book shows you how to do just that. You'll learn to write Java programs on OS X and you'll even discover how to integrate them with the Cocoa APIs. Shows how Java programs can be integrated with any Mac OS X feature, such as NSView widgets or screen savers Reveals the requirements for integrating Java with native OS X applications Covers OS X libraries and behaviors unique to working with Java With this book, you will learn that creating Java-based applications that integrate closely with OS X is not a myth! Note: CD-ROM/DVD and other supplementary

materials are not included as part of eBook file.

Essential iOS Build and Release Ron Roche, 2011-12-19

Frustrated by the requirements for testing and distributing your iOS app? You're not alone. This concise book takes you step by step through the maze of certification and provisioning processes that have to happen before, during, and after development. You'll learn what's required to sign certificates, test your app on iOS devices, and release the finished product to the App Store.

Whether you're a developer looking to spend more time coding and less time figuring out how to install your application, or a release engineer responsible for producing reliable builds, this guide will help you successfully navigate the build and release processes for your iOS app. Get an overview of the iOS Dev Center, including the iOS Provisioning Portal, Member Center, and iTunes Connect Create your App ID, and generate signing certificates for development and distribution Manage the provisioning profiles necessary to test your app on iOS devices Learn common scenarios for iOS Simulator, Ad Hoc, and App Store distribution builds Automate the process to continuously build, sign, and package your app(s) for distribution

IBM Workload Deployer: Pattern-based Application and Middleware Deployments in a Private Cloud Carla Sadtler, Zhi

Xian Chen, Seiichiro Imazeki, Matthew Kelm, Simon Kofkin-Hansen, Zhi Qiang Kou, Bobby McChesney, IBM

Redbooks, 2012-03-22 IBM® Workload Deployer provides a solution to creating, deploying, and managing workloads in an on-premise or private cloud. It is rich in features that allow you to quickly build and deploy virtual systems from base images, to extend those images, and to customize them for future use as repeatable deployable units. IBM Workload Deployer also provides an application-centric capability enabling rapid deployment of business applications. By using either of these deployment models, an organization can quickly instantiate a complete application platform for development, test, or

production. The IBM Workload Deployer uses the concept of patterns to describe the logical configuration of both the physical and virtual assets that comprise a particular solution. The use of patterns allows an organization to construct a deployable solution one time, and then dispense the final product on demand. patterns are composed of an operating system and IBM software solutions, such as IBM WebSphere® Application Server and IBM WebSphere Virtual Enterprise. patterns are constructed to support a single application workload. The IBM Workload Deployer is shipped with a set of pre-loaded virtual images and virtual patterns. These images and patterns can be used to create comprehensive and flexible middleware solutions. They can also be cloned and customized to suit your specific needs. This IBM Redbooks® publication looks at two different aspects of customizing virtual systems for deployment into the cloud. First, it explores the capabilities of IBM Image Construction and Composition Tool to build and provide highly customized virtual images for use in virtual system patterns on the IBM Workload Deployer. Next, it looks at the virtual application capabilities of the IBM Workload Deployer, including those capabilities that allow you to deploy enterprise applications and database services to the cloud. It also introduces the IBM Workload Deployer Plugin Development Kit, which allows you to further extend the capabilities of the virtual application patterns.

Designing Mobile Apps — Tips And Techniques Clay Allsopp, 2013 This eBook provides you with some useful tips and tricks, regardless of whether you're taking your first steps in app design or looking to adopt some best practices from industry pros. To help you broadly position your future app, our authors cover the three biggest platforms: iOS, Android and Windows Mobile. Some step-by-step coding tutorials will take you by the hand, as will exciting new techniques that go beyond the usual. In addition, the eBook features handy cross-platform topics such as prototyping, as well as a field guide to app testing, and advice on

marketing your app. TABLE OF CONTENTS - A Guide To iOS App Development For Web Designers - Get Started Writing iOS Apps With RubyMotion - Mobile Prototyping With Axure RP - Creating Realistic iPhone Games With Cocos2D - Mobile Design Practices For Android: Tips And Techniques - C-Swipe: An Ergonomic Solution To Navigation Fragmentation On Android - Windows Phone Design For Developers - A Field Guide To Mobile App Testing - How To Succeed With Your Mobile App

The Definitive Guide to NetBeans™ Platform 7 Heiko Bck, 2012-01-24 The NetBeans Platform is the world's only modular Swing application framework, used by very large organizations in mission-critical scenarios, such as at Boeing and Northrop Grumman, as well as in the financial sector and in the oil/gas industry. For these large customers in enterprises who are increasingly interested in Maven and OSGi, the book will have particular relevance. The Definitive Guide to NetBeans™ Platform 7 is a thorough and authoritative introduction to the open-source NetBeans Platform, covering all its major APIs in detail, with relevant code examples used throughout. Provides a completely updated definitive guide to the NetBeans Platform, using the latest APIs, coding patterns, and methodologies. Focuses strongly on business features in an application, since Oracle's customers are particularly interested in business-related aspects. For example, how to use OSGi, how to add authentication/security, how to monetize from a modular application. The original German book on which this title is based was well received. The NetBeans Platform Community has put together this English translation, which covers the latest NetBeans Platform 7 APIs. With an introduction by known NetBeans Platform experts Jaroslav Tulach and Tim Boudreau, this is the most up-to-date book on this topic at the moment. All NetBeans Platform developers will gain something from this book, because several topics in the book have not been documented anywhere else.

Sad Macs, Bombs, and Other Disasters Ted Landau, 2000
Landau, contributing editor to Macworld magazine and the Webmaster for MacFixIt, a Web site for Mac troubleshooting, offers clear, step-by-step instructions that are as useful for near-beginners as for pros. Not only does Landau show readers how to fix things and prevent problems, but he sharpens their diagnostic skills so they can fix problems that aren't discussed in the book.

Beginning iPhone 4 Development David Mark, Jeff LaMarche, Jack Nutting, 2011-08-05
Beginning iPhone 4 Development is here! The authors of the bestselling Beginning iPhone 3 Development are back, with the same excellent material completely updated for iOS 4 and written from the ground up using the latest version of Apple's Xcode 3. All source code has been updated to use the latest Xcode templates and current APIs, and all-new screenshots show Xcode 3 in action. Beginning iPhone 4 Development is a complete course in iOS 4 apps development. You'll master techniques that work on iPhone, iPad, and iPod touch. We start with the basics, showing you how to download and install the tools you'll need, and how to create your first simple application. Next you'll learn to integrate all the interface elements iOS users have come to know and love, such as buttons, switches, pickers, toolbars, and sliders. You'll master a variety of design patterns, from the simplest single view to complex hierarchical drill-downs. The confusing art of table building will be demystified, and you'll learn techniques to save and retrieve your data using SQLite, iPhone's built-in database management system and Core Data, the standard for persistence that Apple brought to iOS with the release of SDK 3. And there's much more! You'll learn to draw using Quartz 2D and OpenGL ES, add multitouch gestural support (pinches and swipes) to your applications, and work with the camera, photo library, accelerometer, and built-in GPS. You'll discover the fine points of application preferences and learn how to localize your apps for multiple languages. You'll also learn how to use the new

concurrency APIs included in iOS 4, and make robust multithreaded applications using Grand Central Dispatch. The iPhone 4 update to the best-selling and most recommended book for Cocoa touch developers Written in an accessible, easy-to-follow style Full of useful tips and techniques to help you become an iOS pro NOTE: For iPhone 4S or iOS 5 apps development, please instead check out the next edition of this book, Beginning iOS 5 Development - now available.

Beginning iOS 7 Development Jack Nutting, David Mark, Jeff LaMarche, Fredrik Olsson, 2014-03-31 The team that brought you the bestselling Beginning iPhone Development is back again for Beginning iOS 7 Development, bringing this definitive guide up-to-date with Apple's latest and greatest iOS 7 SDK, as well as with the latest version of Xcode. There's coverage of brand-new technologies, including a new chapter on Apple's Sprite Kit framework for game development, as well as significant updates to existing material. You'll have everything you need to create your very own apps for the latest iOS devices. Every single sample app in the book has been rebuilt from scratch using latest Xcode and the latest 64-bit iOS 7-specific project templates, and designed to take advantage of the latest Xcode features. Assuming only a minimal working knowledge of Objective-C, and written in a friendly, easy-to-follow style, Beginning iOS 7 Development offers a complete soup-to-nuts course in iPhone, iPad, and iPod touch programming. The book starts with the basics, walking through the process of downloading and installing Xcode and the iOS 7 SDK, and then guides you through the creation of your first simple application. From there, you'll learn how to integrate all the interface elements iOS users have come to know and love, such as buttons, switches, pickers, toolbars, and sliders. You'll master a variety of design patterns, from the simplest single view to complex hierarchical drill-downs. The confusing art of table building will be demystified, and you'll learn how to save your data using the iPhone file system. You'll

also learn how to save and retrieve your data using a variety of persistence techniques, including Core Data and SQLite. And there's much more!

Learning iOS Programming Alasdair Allan, 2013-03-15

Describes how to use Xcode tools, the Objective-C programming language, and the core frameworks to build several sample applications.

Beginning iPhone Development with Swift 4 Molly K.

Maskrey, 2017-10-24 Learn how to integrate all the interface elements iOS users have come to know and love, such as buttons, switches, pickers, toolbars, and sliders. In this edition of the best selling book, you'll master a variety of design patterns, from the simplest single view to complex hierarchical drill-downs.

Assuming little or no working knowledge of the Swift programming language, and written in a friendly, easy-to-follow style, this book offers a comprehensive course in iPhone and iPad programming. The book starts with the basics, walking through the process of downloading and installing Xcode and the iOS 11 SDK, and then guides you through the creation of your first simple application. The art of table building will be demystified, and you'll learn how to save your data using the iOS file system. You'll see how to create, load and work with playgrounds as you develop an understanding of the Swift language. You'll also learn how to save and retrieve your data using a variety of persistence techniques, including Core Data and SQLite. And there's much more! Beginning iPhone Development with Swift 4 covers the basic information you need to get up and running quickly with your iOS apps. Once you're ready, move on to Professional iPhone Development with Swift 4 to learn more of the really unique aspects of the SDK and Swift language. What You Will Learn Discover what data persistence is, and why it's important Build cool, crisp user interfaces Display data in Table Views Work with all the most commonly used iOS Frameworks Who This Book is For Aspiring iOS app developers new to the Apple Swift

programming language and/or the iOS SDK.

iOS 15 Programming Fundamentals with Swift Matt

Neuburg, 2021-10-01 Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode 13 IDE, Cocoa Touch, and the latest version of Apple's acclaimed programming language, Swift 5.5. With this thoroughly updated guide, you'll learn the Swift language, understand Apple's Xcode development tools, and discover the Cocoa framework. Explore Swift's object-oriented concepts Become familiar with built-in Swift types Dive deep into Swift objects, protocols, and generics Tour the life cycle of an Xcode project Learn how nibs are loaded Understand Cocoa's event-driven design Communicate with C and Objective-C In this edition, catch up on the latest iOS programming features: Structured concurrency: `async/await`, tasks, and actors Swift native formatters and attributed strings Lazy locals and throwing getters Enhanced collections with the Swift Algorithms and Collections packages Xcode tweaks: column breakpoints, package collections, and Info.plist build settings Improvements in Git integration, localization, unit testing, documentation, and distribution And more!

Swift 3 Game Development Stephen Haney, 2017-02-07

Embrace the mobile gaming revolution by creating popular iOS games with Swift 3.0 About This Book Create and design games for iPhone and iPad using SpriteKit and Swift 3.0 Learn the core fundamentals of SpriteKit game development and mix and match techniques to customize your game This step-by-step practical guide will teach you to build games from scratch using little-known tips and strategies for maximum fun Who This Book Is For If you wish to create and publish fun iOS games using Swift, then this book is for you. You should be familiar with basic programming concepts. However, no prior game development or Apple ecosystem experience is required. What You Will Learn Deliver powerful graphics, physics, and sound in your game by using SpriteKit Set up the scene using the new capabilities of the

scene editor and custom classes Maximize gameplay with little-known tips and strategies for fun and repeatable action Make use of animations, graphics, and particles to polish your game Understand the current mobile monetization landscape to choose the best option for your own situation Integrate your game with Game Center so that your players can share their high scores and achievements Publish your game to the App Store and enjoy people playing your games In Detail Swift is the perfect choice for game development. Developers are intrigued by Swift 3.0 and want to make use of new features to develop their best games yet. Packed with best practices and easy-to-use examples, this book leads you step by step through the development of your first Swift game. This book starts by introducing SpriteKit and Swift's new features that can be used for game development. After setting up your first Swift project, you will build your first custom class, learn how to draw and animate your game, and add physics simulations. Then, you will add the player character, NPCs, and powerups. To make your game more fun and engaging, you will learn how to set up scenes and backgrounds, build fun menus, and integrate with Apple Game Center to add leaderboards and achievements. You will then make your game stand out by adding animations when game objects collide, and incorporate proven techniques such as the advanced particle system and graphics. Finally, you will explore the various options available to start down the path towards monetization and publish your finished games to the App Store. By the end of this book, you will be able to create your own iOS games using Swift and SpriteKit. Style and approach This project-based guide is engaging with a visually-rich approach rather than a text-heavy approach. With every chapter containing practical examples, you will understand how Swift programming works and make the most of the new features in version 3.0.

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