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Official Gazette of the United States Patent and Trademark Office United States. Patent and Trademark Office,2000

Expert Oracle Database 11g Administration Sam Alapati,2009-01-10 Sam Alapati's Expert Oracle Database 11g Administration is a comprehensive handbook for Oracle database administrators (DBAs) using the 11g release of the Oracle Database. All key aspects of database administration are covered, including backup and recovery, day–to–day administration and monitoring, performance tuning, and more. This is the one book to have on your desk as a continual reference. Refer to it frequently. It'll help you get the job done. Comprehensive handbook for Oracle Database administrators. Covers all major aspects of database administration. Tests and explains in detail key DBA commands. Offers primers on Linux/Unix, data modeling, SQL, and PL/SQL.

Database Systems For Advanced Applications '97 - Proceedings Of The 5th International Conference On Database Systems For Advanced Applications Rodney Topor,Katsumi Tanaka,1997-03-15 This volume contains the proceedings of the Fifth International Conference on Database Systems for Advanced Applications (DASFAA '97). DASFAA '97 focused on advanced database technologies and their applications. The 55 papers in this volume cover a wide range of areas in the field of database systems and applications - including the rapidly emerging areas of the Internet, multimedia, and document database systems - and should be of great interest to all database system researchers and developers, and practitioners.

Database Systems for Advanced Applications '97 Rodney Topor,Katsumi Tanaka,1997 This volume contains the proceedings of the Fifth International Conference on Database Systems for Advanced Applications (DASFAA '97). DASFAA '97 focused on advanced database technologies and their applications. The 55 papers in this volume cover a wide range of areas in the field of database systems and applications ? including the rapidly emerging areas of the Internet, multimedia, and document database systems ? and should be of great interest to all database system researchers and developers, and practitioners.

Rust for C++ Programmers Mustafif Khan,2023-02-17 Get acquainted with the cutting-edge features in Rust KEY FEATURES ● Get familiar with the essential networking concepts in Rust. ● Explore and work with the basic and advanced features of Rust. ● Learn how to code and build your real-world applications using Rust. DESCRIPTION Rust is one of the most loved programming languages among developers. It is rapidly being adopted as the industry moves towards memory-safety systems programming languages. If you want to switch from C/C++ to Rust, this book is for you. "Rust for C++ Programmers" is the perfect guide to help you master the Rust programming language. Beginning with its evolution and comparison to C/C++, the book will help you learn how to install and use the powerful Cargo package manager. The book then covers key topics such as bindings and mutability, ownership, conditionals, loops, functions, structs and enums, and more. The book also explains how to handle errors in Rust. Furthermore, the book explores advanced topics such as smart pointers, concurrency, and even building a desktop application using GTK. By the end of the book, you will be able to build powerful and resilient apps with Rust. WHAT YOU WILL LEARN ● Create concurrent programs in Rust using threads. ● Learn how to build a desktop app using GTK. ● Understand how and when (not) to use Unsafe Rust. ● Get familiar with the common error handling patterns in Rust. ● Learn how to build a Desktop app using Tauri. WHO THIS BOOK IS FOR This book is for programmers who are familiar with C/C++ and are looking to add Rust to their toolbelt. TABLE OF CONTENTS 1. Introduction to Rust 2. OOP in Structs and Enums 3. Error Handling 4. Project – Building a CLI App 5. Concurrency in Rust 6. Networking in Rust 7. Project – GTK App 8. Unsafe Rust and FFI 9. Metaprogramming 10. Project – StdLib for Mufi 11. Project – App in Tauri

Fifth NASA Goddard Conference on Mass Storage Systems and Technologies Benjamin Kobler,1996

Rigorous Methods for Software Construction and Analysis Jean-Raymond Abrial,Uwe Glässer,2010-01-10 This Festschrift volume, published in honor of Egon Börger, contains 14 papers from a Dagstuhl Seminar, that cover a wide range of applied research, spanning from theoretical and methodological foundations to practical applications.

Evolutionary Multi-Criterion Optimization Ricardo H.C. Takahashi,Kalyanmoy Deb,Elizabeth F. Wanner,Salvatore Greco,2011-03-25 This book constitutes the refereed proceedings of the 6th International Conference on Evolutionary Multi-Criterion Optimization, EMO 2011, held in Ouro Preto, Brazil, in April 2011. The 42 revised full papers presented were carefully reviewed and selected from 83 submissions. The papers deal with fundamental questions of EMO theory, such as the development of algorithmically efficient tools for the evaluation of solution-set quality , the theoretical questions related to solution archiving and others. They report on the continuing effort in the development of algorithms, either for dealing with particular classes of problems or for new forms of processing the problem information. Almost one third of the papers is related to EMO applications in a diversity of fields. Eleven papers are devoted to promote the interaction with the related field of Multi-Criterion Decision Making (MCDM).

Buildings and Equipment for Archives ,1944

Go: Design Patterns for Real-World Projects Vladimir Vivien,Mario Castro Contreras,Mat Ryer,2017-06-12 An insightful guide to learning the Go programming language About This Book Get insightful coverage of Go programming syntax, constructs, and idioms to help you understand Go code Get a full explanation of all the known GoF design patterns in Go, including comprehensive theory and examples Learn to apply the nuances of the Go language, and get to know the open source community that surrounds it to implement a wide range of start-up quality projects Who This Book Is For Beginners to Go who are comfortable in other OOP languages like Java, C#, or Python will find this course interesting and beneficial. What You Will Learn Install and configure the Go development environment to quickly get started with your first program Use the basic elements of the language including source code structure, variables, constants, and control flow primitives Get to know all the basic syntax and tools you need to start coding in Go Create unique instances that cannot be duplicated within a program Build quirky and fun projects from scratch while exploring patterns, practices, and techniques, as well as a range of different technologies Create websites and data services capable of massive scaling using Go's net/http package, Explore RESTful patterns as well as low-latency WebSocket APIs Interact with a variety of remote web services to consume capabilities, ranging from authentication and authorization to a fully functioning thesaurus In Detail The Go programming language has firmly established itself as a favorite for building complex and scalable system applications. Go offers a direct and practical approach to programming that lets programmers write correct and predictable code using concurrency idioms and a full-featured standard library. This practical guide is full of real-world examples to help you get started with Go in no time at all. You'll start by understanding the fundamentals of Go, then get a detailed description of the Go data types, program structures, and Maps. After that, you'll learn how to use Go concurrency idioms to avoid pitfalls and create programs that are exact in expected behavior. Next, you will get familiar with the tools and libraries that are available in Go to write and exercise tests, benchmarking, and code coverage. After that, you will be able to utilize some of the most important features of GO such as Network Programming and OS integration to build efficient applications. Then you'll start applying your skills to build some amazing projects in Go. You will learn to develop high-quality command-line tools that utilize the powerful shell capabilities and perform well using Go's built-in concurrency mechanisms. Scale, performance, and high availability lie at the heart of our projects, and the lessons learned throughout the sections will arm you with everything you need to build world-class solutions. You will get a feel for app deployment using Docker and Google App Engine. Each project could form the basis of a start-up, which means they are directly applicable to modern software markets. With these skills in hand, you will be able to conquer all your fears of application development and go on to build large, robust and succinct apps in Go. This Learning Path combines some of the best that Packt has to offer in one complete, curated package. It includes content from the following Packt products: Learning Go Programming Go Design Patterns Go Programming Blueprints, Second Edition Style and approach Full of real-world, practical examples, this course teaches you the widely used design patterns and best practices in Go in a step-by-step manner. It also provides fun projects that involve building applications from scratch.

Pro Objective-C Keith Lee,2013-09-03 Provides a guide to the programming language, covering such topics as basic features, key language elements, and APIs.

Go Programming Blueprints Mat Ryer,2016-10-27 Build real-world, production-ready solutions in Go using cutting-edge technology and techniques About This Book Get up to date with Go and write code capable of

delivering massive world-class scale performance and availability Learn to apply the nuances of the Go language, and get to know the open source community that surrounds it to implement a wide range of start-up quality projects Write interesting and clever but simple code, and learn skills and techniques that are directly transferrable to your own projects Who This Book Is For If you are familiar with Go and are want to put your knowledge to work, then this is the book for you. Go programming knowledge is a must. What You Will Learn Build quirky and fun projects from scratch while exploring patterns, practices, and techniques, as well as a range of different technologies Create websites and data services capable of massive scale using Go's net/http package, exploring RESTful patterns as well as low-latency WebSocket APIs Interact with a variety of remote web services to consume capabilities ranging from authentication and authorization to a fully functioning thesaurus Develop high-quality command-line tools that utilize the powerful shell capabilities and perform well using Go's in-built concurrency mechanisms Build microservices for larger organizations using the Go Kit library Implement a modern document database as well as high-throughput messaging queue technology to put together an architecture that is truly ready to scale Write concurrent programs and gracefully manage the execution of them and communication by smartly using channels Get a feel for app deployment using Docker and Google App Engine In Detail Go is the language of the Internet age, and the latest version of Go comes with major architectural changes. Implementation of the language, runtime, and libraries has changed significantly. The compiler and runtime are now written entirely in Go. The garbage collector is now concurrent and provides dramatically lower pause times by running in parallel with other Go routines when possible. This book will show you how to leverage all the latest features and much more. This book shows you how to build powerful systems and drops you into real-world situations. You will learn to develop high-quality command-line tools that utilize the powerful shell capabilities and perform well using Go's in-built concurrency mechanisms. Scale, performance, and high availability lie at the heart of our projects, and the lessons learned throughout this book will arm you with everything you need to build world-class solutions. You will get a feel for app deployment using Docker and Google App Engine. Each project could form the basis of a start-up, which means they are directly applicable to modern software markets. Style and approach This book provides fun projects that involve building applications from scratch. These projects will teach you to build chat applications, a distributed system, and a recommendation system.

Planning New and Remodeled Archival Facilities Thomas Wilsted,2007

Object-Oriented Programming: Fundamentals And Applications Probal Sengupta,Bidyut Baran Chaudhuri,2004-08 Designed as a text for the senior undergraduate and postgraduate students in computer science, this compact and comprehensive book provides a clear insight into Object-Oriented Programming (OOP) and delineates the major areas where OOP principles can be profitably applied. The fundamental tenets of OOP, viz. encapsulation, inheritance and abstraction syndrome are skillfully analyzed. What's more, the book blends theory and applications in the most adept fashion to make it extremely handy for the students.The text takes C++ as an example (it is not just another book on C++ by any means) and details some of the fundamental requirements from the OOP angle. In addition, it discusses the various aspects of software development using OOP. An indepth coverage is given to the design, usage and re-usage of containers. Besides, the book covers such topics and GUIs (particularly MS-Windows) and advanced GUI programming concepts. Designed as a text for the senior undergraduate and postgraduate students in computer science, this compact and comprehensive book provides a clear insight into Object-Oriented Programming (OOP) and delineates the major areas where OOP principles can be profitably applied. The fundamental tenets of OOP, viz. encapsulation, inheritance and abstraction syndrome are skillfully analyzed. What's more, the book blends theory and applications in the most adept fashion to make it extremely handy for the students.The text takes C++ as an example (it is not just another book on C++ by any means) and details some of the fundamental requirements from the OOP angle. In addition, it discusses the various aspects of software development using OOP. An indepth coverage is given to the design, usage and re-usage of containers. Besides, the book covers such topics and GUIs (particularly MS-Windows) and advanced GUI programming concepts.

IBM FileNet Content Manager Implementation Best Practices and Recommendations Fay Chuck,Wei-Dong Zhu,Bert Bukvarevic,Bill Carpenter,Axel Dreher,Ruth Hildebrand-Lund,Elizabeth Koumpan,Sridhar Satuloori,Michael Seaman,Dimitris Tzouvelis,IBM Redbooks,2013-06-07 IBM® FileNet® Content Manager Version 5.2 provides full content lifecycle and extensive document management capabilities for digital content. IBM FileNet Content Manager is tightly integrated with the family of IBM FileNet products based on the IBM FileNet P8 technical platform. IBM FileNet Content Manager serves as the core content management, security management, and storage management engine for the products. This IBM Redbooks® publication covers the implementation best practices and recommendations for solutions that use IBM FileNet Content Manager. It introduces the functions and features of IBM FileNet Content Manager, common use cases of the product, and a design methodology that provides implementation guidance from requirements analysis through production use of the solution. We address administrative topics of an IBM FileNet Content Manager solution, including deployment, system administration and maintenance, and troubleshooting. Implementation topics include system architecture design with various options for scaling an IBM FileNet Content Manager system, capacity planning, and design of repository design logical structure, security practices, and application design. An important implementation topic is business continuity. We define business continuity, high availability, and disaster recovery concepts and describe options for those when implementing IBM FileNet Content Manager solutions. Many solutions are essentially a combination of information input (ingestion), storage, information processing, and presentation and delivery. We discuss some solution building blocks that designers can combine to build an IBM FileNet Content Manager solution. This book is intended to be used in conjunction with product manuals and online help to provide guidance to architects and designers about implementing IBM FileNet Content Manager solutions. Many of the features and practices described in the book also apply to previous versions of IBM FileNet Content Manager.

Distributed Computing and Networking Shrisha Rao,2008-02-06 This book constitutes the fully refereed proceedings of the 9th International Conference on Distributed Computing and Networking, ICDCN 2008 - formerly known as IWDC (International Workshop on Distributed Computing), held in Kolkata, India, in January 2008. The 30 revised full papers and 27 revised short papers presented together with 3 keynote talks and 1 invited lecture were carefully reviewed and selected from 185 submissions. The papers are organized in topical sections.

Go: Building Web Applications Nathan Kozyra,Mat Ryer,2016-08-31 Build real-world, production-ready solutions by harnessing the powerful features of Go About This Book An easy-to-follow guide that provides everything a developer needs to know to build end-to-end web applications in Go Write interesting and clever, but simple code, and learn skills and techniques that are directly transferable to your own projects A practical approach to utilize application scaffolding to design highly scalable programs that are deeply rooted in go routines and channels Who This Book Is For This book is intended for developers who are new to Go, but have previous experience of building web applications and APIs. What You Will Learn Build a fully featured REST API to enable client-side single page apps Utilize TLS to build reliable and secure sites Learn to apply the nuances of the Go language to implement a wide range of start-up quality projects Create websites and data services capable of massive scale using Go's net/http package, exploring RESTful patterns as well as low-latency WebSocket APIs Interact with a variety of remote web services to consume capabilities ranging from authentication and authorization to a fully functioning thesaurus Explore the core syntaxes and language features that enable concurrency in Go Understand when and where to use concurrency to keep data consistent and applications non-blocking, responsive, and reliable Utilize advanced concurrency patterns and best practices to stay low-level without compromising the simplicity of Go itself In Detail Go is an open source programming language that makes it easy to build simple, reliable, and efficient software. It is a statically typed language with syntax loosely derived from that of C, adding garbage collection, type safety, some dynamic-typing capabilities, additional built-in types such as variable-length arrays and key-value maps, and a large standard library. This course starts with a walkthrough of the topics most critical to anyone building a new web application. Whether it's keeping your application secure, connecting to your database, enabling token-based authentication, or utilizing logic-less templates, this course has you covered. Scale, performance, and high availability lie at the heart of the projects, and the lessons learned throughout this course will arm you with everything you need to build world-class solutions. It will also take you through the history of concurrency, how Go utilizes it, how Go differs from other languages, and the features and structures of Go's concurrency core. It will make you feel

comfortable designing a safe, data-consistent, and high-performance concurrent application in Go. This course is an invaluable resource to help you understand Go's powerful features to build simple, reliable, secure, and efficient web applications. Style and approach This course is a step-by-step guide, which starts off with the basics of go programming to build web applications and will gradually move on to cover intermediate and advanced topics. You will be going through this smooth transition by building interesting projects along with the authors, discussing significant options, and decisions at each stage, while keeping the programs lean, uncluttered, and as simple as possible.

Archiver le présent Collectif,2023-09-03T00:00:00-04:00 Les plateformes numériques donnent l'impression que nous pouvons avoir une connaissance exhaustive du monde, de la vie courante et des lieux où elle se déroule. Elles laissent croire qu'il est possible d'archiver le présent, c'est-à-dire de recueillir de façon soutenue des éléments du quotidien, des images, des textes et des artéfacts que nous rendons disponibles à qui veut bien les consulter. Le collectif Archiver le présent examine les pratiques artistiques et littéraires qui mettent à l'épreuve cette volonté de tout archiver – rendue possible par l'augmentation exponentielle des capacités de stockage et la gestion simplifiée des données massives –, et qui la mettent en scène et la détournent pour en exposer les dimensions paradoxales ou dystopiques. Comment la création et la culture contemporaines poussent-elles l'archive à ses limites ? Quel rapport à la connaissance et à ses modes d'organisation et de diffusion engagent-elles? Que nous disent-elles du monde dans lequel nous vivons ?

Expert Oracle Database 10g Administration Sam Alapati,2006-11-22 *One-stop reference for administration and management of Oracle 10g Database *9i predecessor was a best seller; this edition covers all new features, with fully field-tested examples—not just showcase examples *Contains essential primers on Unix, Linux and Windows NT management and on SQL and PL/SQL programming; ideal for new/aspiring DBAs

<u>Effective Haskell</u> Rebecca Skinner,2023-07-18 Put the power of Haskell to work in your programs, learning from an engineer who uses Haskell daily to get practical work done efficiently. Leverage powerful features like Monad Transformers and Type Families to build useful applications. Realize the benefits of a pure functional language, like protecting your code from side effects. Manage concurrent processes fearlessly. Apply functional techniques to working with databases and building RESTful services. Don't get bogged down in theory, but learn to employ advanced programming concepts to solve real-world problems. Don't just learn the syntax, but dive deeply into Haskell as you build efficient, well-tested programs. Haskell is a pure functional programming language with a rich ecosystem of tools and libraries. Designed to push the boundaries of programming, it offers unparalleled power for building reliable and maintainable systems. But to unleash that power, you need a guide. Effective Haskell is that guide. Written by an engineer who understands how to apply Haskell to the real world and uses it daily to get practical work done, it is your ticket to Haskell mastery. Gain deep understanding of how Haskell deals with IO and the outside world by writing a complete Haskell application that does several different kinds of IO. Reinforce your learnings with practice exercises in every chapter. Write stable and performant code using Haskell's type system, code that is easier to grow and refactor. Leverage the power of pure functional programming to improve collaboration, make concurrency safe and easy, and make large code bases manageable. Implement type-safe web services, write generative tests, design strongly typed embedded domain-specific languages, and build applications that exploit parallelism and concurrency without fear of deadlocks and race conditions. Create and deploy cloud-native Haskell applications. Master the performance characteristics of functional applications to make them run faster and use less memory. Write Haskell programs that solve real-world business problems. What You Need: Intel based Mac, M1 Macs, Linux PC, or Windows with WSL2 ghcup (http://www. Haskell.org/ghcup/) An active internet connection will be required for some projects.

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