Fontpicker

Dudley W. Gill

Java Swing Marc Loy,Robert Eckstein,Dave Wood,James Elliott,Brian Cole,2002-11-20 Swing is a fully-featured user interface development kit for Java applications. Building on the foundations of the Abstract Window Toolkit (AWT), Swing enables cross-platform applications to use any of several pluggable look-and-feels. Swing developers can take advantage of its rich, flexible features and modular components, building elegant user interfaces with very little code.This second edition of Java Swing thoroughly covers all the features available in Java 2 SDK 1.3 and 1.4. More than simply a reference, this new edition takes a practical approach. It is a book by developers for developers, with hundreds of useful examples, from beginning level to advanced, covering every component available in Swing.All these features mean that there's a lot to learn. Even setting aside its platform flexibility, Swing compares favorably with any widely available user interface toolkit--it has great depth. Swing makes it easy to do simple things but is powerful enough to create complex, intricate interfaces.Java Swing, 2nd edition includes : A new chapter on Drag and Drop Accessibility features for creating a user interface meeting the needs of all users Coverage of the improved key binding infrastructure introduced in SDK 1.3 A new chapter on JFormattedTextField and input validation Mac OS X coverage and examples Coverage of the improved focus system introduced in SDK 1.4 Pluggable Look-and-Feel coverage Coverage of the new layout manager, SpringLayout, from SDK 1.4 Properties tables that summarize important features of each component Coverage of the 1.4 Spinner component Details about using HTML in components A new appendix listing bound actions for each component A supporting web site with utilities, examples, and supplemental materials Whether you're a seasoned Java developer or just trying to find out what Java can do, you'll find Java Swing, 2nd edition an indispensable guide.

Undocumented Secrets of MATLAB-Java Programming Yair

M. Altman,2011-12-05 For a variety of reasons, the MATLAB®-Java interface was never fully documented. This is really quite unfortunate: Java is one of the most widely used programming languages, having many times the number of programmers and programming resources as MATLAB. Also unfortunate is the popular claim that while MATLAB is a fine programming platform for prototyping, it is not suitable for real-world, modern-looking applications. Undocumented Secrets of MATLAB®-Java Programming aims to correct this misconception. This book shows how using Java can significantly improve MATLAB program appearance and functionality, and that this can be done easily and even without any prior Java knowledge. Readers are led step-by-step from simple to complex customizations. Code snippets, screenshots, and numerous online references are provided to enable the utilization of this book as both a sequential tutorial and as a random-access reference suited for immediate use. Java-savvy readers will find it easy to tailor code samples for their particular needs; for Java newcomers, an introduction to Java and numerous online references are provided. This book demonstrates how The MATLAB programming environment relies on Java for numerous tasks, including networking, data-processing algorithms and graphical user-interface (GUI) We can use MATLAB for easy access to external Java functionality, either third-party or user-created Using Java, we can extensively customize the MATLAB environment and application GUI, enabling the creation of visually appealing and usable applications

101 Windows Phone 7 Apps, Volume I Adam Nathan,2011-04-08 Full Color INCLUDES COMPLETE CODE AND ASSETS FOR EACH APP IN THIS VOLUME! Got a great idea for an app? There's a chapter for that! Calling all developers: Windows Phone 7 is starting to gain traction, and the opportunity is yours to sell the next killer app! 101 Windows Phone 7 Apps is a book series like no other–best-selling author and Microsoft

developer Adam Nathan walks you through the process of building 101 real, robust, diverse, and marketplace-certified Silverlight applications. You not only get online access to the full source code and related assets, but the book is chock full of tips, warnings, and advice that can only come from Adam's experience of writing so many complete applications and selling them in the Windows Phone Marketplace. Imagine how long it would take you to develop and test 50 apps and how much you would learn from the experience. Rather than spending all that time starting from scratch, use this book to hit the ground running! Whether you simply make cosmetic changes to apps in this book (for example, creating kid-themed versions), repurpose apps (such as building a mortgage calculator based on Chapter 10's tip calculator), or build something completely unique, this book can greatly accelerate your development time and help you create high-quality apps. Sell your apps in the Windows Phone Marketplace and make this book pay for itself! Volume I contains the first 50 apps and covers the following: Everything you need to know about Silverlight Fully exploiting phone features such as the application bar, hardware/software keyboards, multi-touch, accelerometer, microphone, and more Using rich controls such as pivots, panoramas, and controls in free toolkits, such as date/time pickers, toggle switches, charts, and graphs Building your own custom controls, including popular ones missing from the platform, such as a checkable list box, multi-select picker box, and color picker Broadly applicable pages, such as a photo-cropping page and accelerometer-calibration page How to make your app look and feel like a first-party app Practical tips on a wide range of topics, even acquiring and creating sound effects, using custom fonts, and creating icons

   Graphic Java David M. Geary,Alan L. McClellan,1997 Introducing the abstract window toolkit; The graphic java toolkit - extending the AWT.

   Java Swing Robert Eckstein,Marc Loy,Dave Wood,1998 The

Swing classes eliminate Java's biggest weakness--its relatively primitive user-interface tool kit. Java Swing helps readers to take full advantage of the Swing classes, providing detailed descriptions of every class and interface in the key Swing packages.

C# and the .NET Framework Robert Powell,Richard Weeks,2001 Annotation Eases developer transition to the .NET environment This book will get readers up to speed quickly with regards to the .NET Framework Highlights how C# is similar to and different from C++ The author team has been working with C# and the .NET Framework since it was in alpha (about six months before being publicly announced) This book covers topics ranging from the general principles of .NET through the C# language and how its used in ASP.NET and Windows Forms. Written by programmers for programmers, the content of the book is intended to get readers over the hump of the .NET learning curve and provide solid practical knowledge that will make developers productive from day one. Robert Powell is Director of Engineering with Stingray Software. His work includes projects on the Objective Studio toolkits and a plethora of C# and ASP.NET based applications. Stingray software has been providing tools for MFC programmers for many years and is respected in the industry as an independent authority on Microsoft technologies. Richard Weeks is a Software Engineer at Stingray were he is currently building Client/Server infrastructure technology utilizing C#, ASP.NET and the .NET Framework.

Programming .NET Compact Framework 3.5 Paul Yao,David Durant,2009-09-10 If you're interested in developing for this burgeoning platform, there is no one better able to get you up-to-speed.”

Building Web Applications with C# and .NET Dudley W. Gill,2002-12-02 Microsoft's introduction of its XML Web platform, .NET Framework, and its C# programming language signal

Microsoft's total entry into e-commerce, fundamentally changing the way businesses and people interact over the Internet. Building Web Applications with C# and .NET: A Complete Reference is a comprehensive resource with a sharp focus on how to develop and deploy distributed applications using Microsoft's .NET Framework and C#. Written for C++, Visual Basic, Java, and ASP programmers making the transition to .NET, the text begins by providing the fundamentals of network programming and then expands these basics to demonstrate how to use the concepts and capabilities of .NET for developing distributed applications. Heavily referenced with many exercises, the text provides a clear, detailed exposition on the essential elements of the .NET Framework requisite to distributed programming. Coverage of ASP, C#, ADO Database Access, HTML, XM, WSDL and SOAP, and Web Services make this text the ultimate reference on the .Net Framework. Numerous examples illustrate the concepts and techniques discussed and the hands-on exercises demonstrate the visual studio development environment. Building Web Applications with C# and .NET: A Complete Reference includes a tutorial on the C# programming language and provides you with the skills and tools that you will need to develop and deploy distributed applications.

Job Reconnaissance Josh More,2013-09-20 There is considerably more skill in the IT and security communities than is reflected in the jobs people are able to attain. Most people's limiting factor in their ability to get better jobs is not technical skills or even the soft skills necessary to do well in a new job. It is that getting a job is a completely different skill set and one that most people only practice every few years. Job Reconnaissance: Using Hacking Skills to Win the Job Hunt Game explains the job hunting process, why the most commonly followed models fail and how to better approach the search. It covers the entire job hunt process from when to decide to leave your current job, research new possible job opportunities, targeting your new boss,

controlling the job interview process and negotiating your new compensation and the departure from your current job. This is not a complete all-in-one job-hunting book. This book assumes that the reader is reasonably competent and has already heard most of the standard advice, but is having difficulty putting the advice into practice. The goal is to fill in the gaps of the other books and to help the readers use their technical skills to their advantage in a different context. The emphasis in Job Reconnaissance is for infosec and IT job seekers to leverage the same skills they use in penetration testing and recon toward job-hunting success. These skills include targeting, reconnaissance and profiling combined with a technical look at skills other career search books commonly miss. Covers the entire job hunt process from when to decide to leave your current job to the departure of your current job Suggests how to research new possible job opportunities Shows how to target your new boss, controlling the job interview process and negotiating your new compensation

JAVA 程序设计,宋晏 ,2002

The Official GNOME 2 Developer's Guide Matthias Warkus,2004 Developers who write programs for GNOME use the GNOME API. Working with the GNOME API is preferable because the program will conform to the standard GNOME program look and feel. It also allows the developer to use the GNOME specific libraries in the program, greatly simplifying the development process. The Official GNOME 2 Developer's Guide is the official GNOME Foundation guide to programming GUIs and applications using the GTK+ and GNOME API. Developed in partnership with the GNOME Foundation, this book is for programmers working with the GNOME 2 desktop environment. Each section begins with an example program that serves as a tutorial, then develops into a reference on the topic. Includes abundant, well-annotated examples. Knowledge of the C programming language is required, but no GUI programming experience is necessary.

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.

Java Cookbook Ian F. Darwin,2001 A comprehensive collection of problems, solutions, and practical examples for

anyone programming in Java, The Java Cookbook presents hundreds of tried-and-true Java recipes covering all of the major APIs as well as some APIs that aren't as well documented in other Java books. The book provides quick solutions to particular problems that can be incorporated into other programs, but that aren't usually programs in and of themselves.

Tkinter GUI Programming by Example David Love,2018-04-25 Leverage the power of Python and its de facto GUI framework to build highly interactive interfaces Key Features The fundamentals of Python and GUI programming with Tkinter. Create multiple cross-platform projects by integrating a host of third-party libraries and tools. Build beautiful and highly-interactive user interfaces that target multiple devices. Book Description Tkinter is a modular, cross-platform application development toolkit for Python. When developing GUI-rich applications, the most important choices are which programming language(s) and which GUI framework to use. Python and Tkinter prove to be a great combination. This book will get you familiar with Tkinter by having you create fun and interactive projects. These projects have varying degrees of complexity. We'll start with a simple project, where you'll learn the fundamentals of GUI programming and the basics of working with a Tkinter application. After getting the basics right, we'll move on to creating a project of slightly increased complexity, such as a highly customizable Python editor. In the next project, we'll crank up the complexity level to create an instant messaging app. Toward the end, we'll discuss various ways of packaging our applications so that they can be shared and installed on other machines without the user having to learn how to install and run Python programs. What you will learn Create a scrollable frame via theCanvas widget Use the pack geometry manager andFrame widget to control layout Learn to choose a data structurefor a game Group Tkinter widgets, such asbuttons, canvases, and labels Create a highly customizablePython editor Design and lay out a chat window Who

this book is for This book is for beginners to GUI programming who haven't used Tkinter yet and are eager to start building great-looking and user-friendly GUIs. Prior knowledge of Python programming is expected.

Beginning Visual Web Programming in VB .NET Chris Hart,James Greenwood,Daniel Cazzulino,Victor Garcia Aprea,2007-07-30 * How to create dynamic web pages with ASP.NET web forms and web server controls * How to display and manipulate data using ADO.NET and Visual Studio .NET components * How to persist state in different ways, within the stateless web environment * How to create XML files and XML schema, and how to use them for data transfer * How to integrate your web applications with others, through web services * How to make your application more secure, via the security features in ASP.NET and IIS * How to eliminate bugs and unexpected failures, through effective debugging and exception-handling techniques * How to improve the performance of your application and prepare it for release NOTE: There is an Apress title called Programming the Web with Visual Basic .NET (Torkelson, Peterson, Torkelson) but this title is aimed at a higher-level audience and is more of a 'transition' book than an inspirational skills improvement book.

Pentaho 8 Reporting for Java Developers Francesco Corti,2017-09-15 Create reports and solve common report problems with minimal fuss. About This Book Use this unique book to master the basics and advanced features of Pentaho 8 Reporting. A book showing developers and analysts with IT skills how to create and use the best possible reports using the Pentaho platform. Written with a very practical approach: full of tutorials and practical examples (source code included). Who This Book Is For This book is written for two types of professionals and students: Information Technologists with a basic knowledge of Databases and Java Developers with medium seniority. Developers will be interested to discover how to embed reports in

a third-party Java application. What You Will Learn The basics of Pentaho Reporting (Designer and SDK) and its initial setup. Develop the most attractive reports on top of a wide range of data sources. Perform detailed customization of layout, parameterization, internationalization, behaviors, and more for your custom reports developed with Pentaho Reporting. Integrate Pentaho reports into third-party Java application with full control over interactions, layout, and behavior in general. Use Pentaho reports in the other components of the Pentaho Suite (BA Platform and PDI). In Detail This hands-on tutorial, filled with exercises and examples, introduces the reader to a variety of concepts within Pentaho Reporting. With screenshots that show you how reports look at design time as well as how they should look when rendered as PDF, Excel, HTML, Text, Rich-Text-File, XML, and CSV, this book also contains complete example source code that you can copy and paste into your environment to get up-and-running quickly. Updated to cover the features of Pentaho 8, this book will teach you everything you need to know to build fast, efficient reports using Pentaho. If your interest lies in the technical details of creating reports and you want to see how to solve common reporting problems with a minimum of fuss, this is the book for you. Style and approach A step-by-step guide covering technical topics relating to environments, best practices, and source code, to enable the reader to assemble the best reports and use them in existing Java applications.

ASP.NET 2.0 All-In-One Desk Reference For Dummies Doug Lowe,Ken Cox,Jeffrey M. Cogswell,2006-07-28 Eight minibooks cover ASP.NET basics, Web controls, using HTML and ASP, C#, Visual Basic, database programming, using the .NET Framework, and advanced ASP.NET 2 (including themes, custom server controls, and Web parts) The ideal resource for Web programming newcomers as well as the 1.5 million existing ASP developers who want a complete ready-reference that covers the new ASP.NET 2 updates More than double the size of ASP.NET 2

For Dummies (0-7645-7907-X), the latest edition of the bestselling ASP beginner book that boasts combined sales of more than 100,000 copies across all editions Written by veteran Dummies author Doug Lowe, who is renowned for his ability to explain complex topics in plain English

Beginning Visual Web Programming in C# Daniel Cazzulino,Victor Garcia Aprea,James Greenwood,Chris Hart,2004-09-30 * Takes the best of a series of C# Web Programming books from Wrox into one great book * Offers a natural follow-on to the Apress title 'Beginning C#' so that readers can continue building their .NET programming expertise with Apress Written by an expert teacher and programmer who is recognized in his field, and who is prepared to teach with real-world examples for his audience

Excel 2007 For Dummies Quick Reference John Walkenbach,Colin Banfield,2007-01-06 Fast answers to frequently asked questions Excel 2007 essentials at your fingertips! If you like your answers quick and your information up-to-date, look no further. With this concise, superbly organized reference, you'll quickly find just what you need to know about navigating the new interface; using the Ribbon and Quick Access toolbar; saving, protecting, and recovering workbook files; entering and editing data; creating formulas and functions, and much more.

Beginning iPhone Games Development PJ Cabrera,Peter Bakhirev,Ian Marsh,Ben Smith,Eric Wing,Scott Penberthy,Stuart Marsh,Roderick Smith,2010-08-03 iPhone games are hot! Just look at the numbers. Games make up over 25 percent of total apps and over 70 percent of the most popular apps. Surprised? Of course not! Most of us have filled our iPhone or iPod touch with games, and many of us hope to develop the next best-selling, most talked-about game. You've probably already read and mastered Beginning iPhone 3 Development; Exploring the iPhone SDK, the best-selling second edition of Apress's highly acclaimed introduction to the iPhone and iPod touch by developers Dave

Mark and Jeff LaMarche. This book is the game-specific equivalent, providing you with the same easy-to-follow, step-by-step approach, more deep technical insights, and that familiar friendly style. While games are all about fun, at the same time, they're serious business. With this Beginning iPhone Games Development book, you're going to roll up your sleeves and get your hands dirty with some hardcore coding. While you may have written games before, this book will take you further, immersing you in the following topics: Game graphics and animation with UIKit, Quartz, Core Animation, and OpenGL ES Game audio with OpenAL, MediaPlayer Framework, AV Foundation, and AudioSession Game networking with GameKit, Bonjour, and Internet sharing For those looking for iPad game development coverage and/or iOS 5 SDK specific game coverage, check out the published Beginning iOS 5 Games Development by Lucas Jordan from Apress.

Unveiling the Magic of Words: A Overview of "**Fontpicker**"

In a world defined by information and interconnectivity, the enchanting power of words has acquired unparalleled significance. Their capability to kindle emotions, provoke contemplation, and ignite transformative change is truly awe-inspiring. Enter the realm of "**Fontpicker**," a mesmerizing literary masterpiece penned by way of a distinguished author, guiding readers on a profound journey to unravel the secrets and potential hidden within every word. In this critique, we shall delve in to the book is central themes, examine its distinctive writing style, and assess its profound effect on the souls of its readers.

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Fontpicker Introduction

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