

Image Constructor

David Flanagan

Animated Problem Solving Marco T. Morazán,2022-02-14 This textbook is about systematic problem solving and systematic reasoning using type-driven design. There are two problem solving techniques that are emphasized throughout the book: divide and conquer and iterative refinement. Divide and conquer is the process by which a large problem is broken into two or more smaller problems that are easier to solve and then the solutions for the smaller pieces are combined to create an answer to the problem. Iterative refinement is the process by which a solution to a problem is gradually made better-like the drafts of an essay. Mastering these techniques are essential to becoming a good problem solver and programmer. The book is divided in five parts. Part I focuses on the basics. It starts with how to write expressions and subsequently leads to decision making and functions as the basis for problem solving. Part II then introduces compound data of finite size, while Part III covers compound data of arbitrary size like e.g. lists, intervals, natural numbers, and binary trees. It also introduces structural recursion, a powerful data-processing strategy that uses divide and conquer to process data whose size is not fixed. Next, Part IV delves into abstraction and shows how to eliminate repetitions in solutions to problems. It also introduces generic programming which is abstraction over the type of data processed. This leads to the realization that functions are data and, perhaps more surprising, that data are functions, which in turn naturally leads to object-oriented programming. Part V introduces distributed programming, i.e., using multiple computers to solve a problem. This book promises that by the end of it readers will have designed and implemented a multiplayer video game that they can play with their friends over the internet. To achieve this, however, there is a lot about problem solving and programming that must be learned first. The game is developed using iterative refinement. The reader learns step-by-step about programming and how to apply new knowledge to develop increasingly better versions of the video game. This way, readers practice modern trends that are likely to be common throughout a professional career and beyond.

Beginning Java 8 Games Development Wallace Jackson,2014-12-04 Beginning Java 8 Games Development, written by Java expert and author Wallace Jackson, teaches you the fundamentals of building a highly illustrative game using the Java 8 programming language. In this book, you'll employ open source software as tools to help you quickly and efficiently build your Java game applications. You'll learn how to utilize vector and bit-wise graphics; create sprites and sprite animations; handle events; process inputs; create and insert multimedia and audio files; and more. Furthermore, you'll learn about JavaFX 8, now integrated into Java 8 and which gives you additional APIs that will make your game application more fun and dynamic as well as give it a smaller foot-print; so, your game application can run on your PC, mobile and embedded devices. After reading and using this tutorial, you'll come away with a cool Java-based 2D game application template that you can re-use and apply to your own game making ambitions or for fun.

Learn Java for Android Development Jeff Friesen,2013-03-21 Android development is hot, and many programmers are interested in joining the fun. However, because this technology is based on Java, you should first obtain a solid grasp of the Java language and its foundational APIs to improve your chances of succeeding as an Android app developer. After all, you will be busy learning the architecture of an Android app, the various Android-specific APIs, and Android-specific tools. If you do not already know Java fundamentals, you will probably end up with a massive headache from also having to quickly cram those fundamentals into your knowledge base. Learn Java for Android Development, Second Edition teaches programmers of any skill level the essential Java language and foundational Java API skills that must be learned to improve the programmer's chances of succeeding as an Android app developer. Each of the book's 14 chapters provides an exercise section that gives you the opportunity to reinforce your understanding of the chapter's material. Answers to the book's more than 500 exercises are provided in an appendix. A second appendix provides a significant game-oriented Java application, which you can convert into an Android app. Once you complete this book, you should be ready to dive into beginning Android app development. Maybe, start that journey with Apress' Beginning Android.

JavaScript David Flanagan,2002 A guide for experienced programmers demonstrates the core JavaScript language, offers examples of common tasks, and contains an extensive reference to JavaScript commands, objects, methods, and properties.

JavaFX 8: Introduction by Example Mark Heckler,Gerrit Grunwald,José Pereda,Sean Phillips,Carl Dea,2014-06-14 JavaFX 8: Introduction by Example shows you how to use your existing Java skills to create graphically exciting client applications with the JavaFX 8 platform. The book is a new and much improved edition of JavaFX 2.0: Introduction by Example, taking you through a series of engaging, fun-to-work examples that bring you up to speed on the major facets of the platform. It will help you to create applications that look good, are fun to use, and that take advantage of the medium to present data of all types in ways that engage the user and lead to increased productivity. Entirely example-based, JavaFX 8: Introduction by Example begins with the fundamentals of installing the software and creating a simple interface. From there, you'll move in progressive steps through the process of developing applications using JavaFX's standard drawing primitives. You'll then explore images, animations, media, and web. This new edition incorporates the changes resulting from the switch to Java 8 SDK. It covers advanced topics such as custom controls, JavaFX 3D, gesture devices, and embedded systems. Best of all, the book is full of working code that you can adapt and extend to all your future projects. Entirely example-based Filled with fun and practical code examples Covers all that's new in Java 8 relating to JavaFX such as Lambda expressions and Streams Covers gesture devices, 3D display, embedded systems, and other advanced topics

Experimental Environments for Computer Vision and Image Processing H I Christensen,J L Crowley,1994-03-16 To fully appreciate new methods developed in the area of machine vision it is necessary to have facilities which allow experimental verification of such methods. Experimental research is typically a very expensive task in terms of manpower, and consequently it is desirable to adopt standard facilities/methods which allow more efficient experimental investigations. In this volume a range of different experimental environments which facilitate construction and integration of machine vision systems is described. The environments presented cover areas such as robotics, research in individual machine vision methods, system integration, knowledge representation, and distributed computing. The set of environments covered include commercial systems, public domain software and laboratory prototype, showing the diversity of the problem of experimental research in machine vision and providing the reader with an overview of the area. Contents:Prototyping, Visualization and Simulation Using the Application Visualization System (C J Westelius et al.)Vision as Process: Integration and Control of a Real Time Active Vision System (J L Crowley & H Christensen)A Modular Control Architecture for Real-Time Synchronous and Asynchronous Systems (P L Butler & J P Jones)Integrating Visual Procedures for Mobile Perception (B Draper et al.)The Vision Programmers Workbench (VIPWOB) (N O S Kirkeby & H I Christensen)Module Network Tool (L Olsson)Object-Oriented Communication in Image Processing Systems (H Winwroth)and other papers Readership: Computer scientists and engineers. keywords:

Flutter for Beginners Thomas Bailey,Alessandro Biessek,2023-10-13 Follow this step-by-step illustrated guide to launch your own Flutter apps and gain hands-on experience Key Features Get up to speed with the basics of Dart programming and delve into Flutter development Learn about Flutter widgets, plugins, and animations to create a high-quality, user-friendly app Package and deploy your Flutter apps to achieve native-like performance Purchase of the print or Kindle book includes a free PDF eBook Book DescriptionThere have been many attempts at creating frameworks that are truly cross-platform, but most struggle to create a native-like experience at high-performance levels. Flutter achieves this with an elegant design and a wealth of third-party plugins, solidifying its status as the future of mobile app

development. If you are a mobile developer who wants to create rich and expressive native apps with the latest Google Flutter framework, this book is for you. You'll start with the basics of cross-platform development frameworks, specifically Flutter. You'll then explore the Dart programming language which is the foundation of the Flutter framework. Next, you'll get a feel for Flutter and how to create your first app, followed by an exploration of the various popular plugins that supplement the Flutter framework. Finally, you'll explore testing and app release, including some common glitches that you may experience. By the end of this book, you'll be well-equipped to create and release a basic Flutter app along with gaining a solid understanding of the Flutter framework and Dart language. What you will learn Understand the Flutter framework and cross-platform development Acclimate the fundamentals of the Dart programming language Explore Flutter widgets, the core widget library, and stateful and stateless widgets Discover the complete development lifecycle, including testing and debugging Get familiar with both the mobile and web app release processes Dig deeper into more advanced Flutter concepts like animation Explore common Flutter plugins and how to use them Discover the Flutter community and how to stay up-to-date Who this book is for If you are an existing mobile developer seeking a better way to develop cross-platform apps, an existing software developer looking to explore mobile app development, or someone investigating mobile apps and simply wants to know what the Flutter fuss is about, this is the book for you. Prior knowledge of Flutter and Dart is not required.

Engaging the Moving Image Noel Carroll, 2008-10-01 Noël Carroll, a brilliant and provocative philosopher of film, has gathered in this book eighteen of his most recent essays on cinema and television—what Carroll calls “moving images.” The essays discuss topics in philosophy, film theory, and film criticism. Drawing on concepts from cognitive psychology and analytic philosophy, Carroll examines a wide range of fascinating topics. These include film attention, the emotional address of the moving image, film and racism, the nature and epistemology of documentary film, the moral status of television, the concept of film style, the foundations of film evaluation, the film theory of Siegfried Kracauer, the ideology of the professional western, and films by Sergei Eisenstein and Yvonne Rainer. Carroll also assesses the state of contemporary film theory and speculates on its prospects. The book continues many of the themes of Carroll's earlier work *Theorizing the Moving Image* and develops them in new directions. A general introduction by George Wilson situates Carroll's essays in relation to his view of moving-image studies.

Beginning Java 7 Jeff Friesen, 2012-01-24 *Beginning Java 7* guides you through version 7 of the Java language and a wide assortment of platform APIs. New Java 7 language features that are discussed include switch-on-string and try-with-resources. APIs that are discussed include Threading, the Collections Framework, the Concurrency Utilities, Swing, Java 2D, networking, JDBC, SAX, DOM, StAX, XPath, JAX-WS, and SAAJ. This book also presents an introduction to Android app development so that you can apply some of its knowledge to the exciting world of Android app development. This book presents the following table of contents: Chapter 1 introduces you to Java and begins to cover the Java language by focusing on fundamental concepts such as comments, identifiers, variables, expressions, and statements. Chapter 2 continues to explore this language by presenting all of its features for working with classes and objects. You learn about features related to class declaration and object creation, encapsulation, information hiding, inheritance, polymorphism, interfaces, and garbage collection. Chapter 3 focuses on the more advanced language features related to nested classes, packages, static imports, exceptions, assertions, annotations, generics, and enums. Additional chapters introduce you to the few features not covered in Chapters 1 through 3. Chapter 4 largely moves away from covering language features (although it does introduce class literals and strictfp) while focusing on language-oriented APIs. You learn about Math, StrictMath, Package, Primitive Type Wrapper Classes, Reference, Reflection, String, StringBuffer and StringBuilder, Threading, BigDecimal, and BigInteger in this chapter. Chapter 5 begins to explore Java's utility APIs by focusing largely on the Collections Framework. However, it also discusses legacy collection-oriented APIs and how to create your own collections. Chapter 6 continues to focus on utility APIs by presenting the concurrency utilities along with the Objects and Random classes. Chapter 7 moves you away from the command-line user interfaces that appear in previous chapters and toward graphical user interfaces. You first learn about the Abstract Window Toolkit foundation, and then explore the Java Foundation Classes in terms of Swing and Java 2D. Appendix C explores Accessibility and Drag and Drop. Chapter 8 explores filesystem-oriented I/O in terms of the File, RandomAccessFile, stream, and writer/reader classes. Chapter 9 introduces you to Java's network APIs (e.g., sockets). It also introduces you to the JDBC API for interacting with databases along with the Java DB database product. Chapter 10 dives into Java's XML support by first presenting an introduction to XML (including DTDs and schemas). It next explores the SAX, DOM, StAX, XPath, and XSLT APIs. It even briefly touches on the Validation API. While exploring XPath, you encounter namespace contexts, extension functions and function resolvers, and variables and variable resolvers. Chapter 11 introduces you to Java's support for SOAP-based and RESTful web services. As well as providing you with the basics of these web service categories, Chapter 11 presents some advanced topics, such as working with the SAAJ API to communicate with a SOAP-based web service without having to rely on JAX-WS. You will appreciate having learned about XML in Chapter 10 before diving into this chapter. Chapter 12 helps you put to use some of the knowledge you've gathered in previous chapters by showing you how to use Java to write an Android app's source code. This chapter introduces you to Android, discusses its architecture, shows you how to install necessary tools, and develops a simple app. Appendix A presents the solutions to the programming exercises that appear near the end of Chapters 1 through 12. Appendix B introduces you to Java's Scripting API along with Java 7's support for dynamically typed languages. Appendix C introduces you to additional APIs and architecture topics. Examples include Accessibility, classloaders, Console, Drag and Drop, Java Native Interface, and System Tray. Appendix D presents a gallery of significant applications that demonstrate various aspects of Java. Unfortunately, there are limits to how much knowledge can be crammed into a print book. For this reason, Appendixes A, B, C, and D are not included in this book's pages. Instead, these appendixes are freely distributed as PDF files. Appendixes A and B are bundled with the book's associated code file at the Apress website (<http://www.apress.com/9781430239093>). Appendixes C and D are bundled with their respective code files at my TutorTutor.ca website (<http://tutortutor.ca/cgi-bin/makepage.cgi?/books/bj7>).

Essential Java Script for Web Professionals Daniel J. Barrett, Dan Livingston, Micah Brown, 1999 BASIC APPROACH PLEASE PROVIDE COURSE INFORMATION

Physically Based Rendering, fourth edition Matt Pharr, Wenzel Jakob, Greg Humphreys, 2023-05-30 A comprehensive update of the leading-edge computer graphics textbook that sets the standard for physically-based rendering in the industry and the field, with new material on GPU ray tracing. Photorealistic computer graphics are ubiquitous in today's world, widely used in movies and video games as well as product design and architecture. Physically-based approaches to rendering, where an accurate modeling of the physics of light scattering is at the heart of image synthesis, offer both visual realism and predictability. Now in a comprehensively updated new edition, this best-selling computer graphics textbook sets the standard for physically-based rendering in the industry and the field. *Physically Based Rendering* describes both the mathematical theory behind a modern photorealistic rendering system as well as its practical implementation. A method known as literate programming combines human-readable documentation and source code into a single reference that is specifically designed to aid comprehension. The book's leading-edge algorithms, software, and ideas—including new material on GPU ray tracing—equip the reader to design and employ a full-featured rendering system capable of creating stunning imagery. This essential text represents the future of real-time graphics. Detailed and rigorous but accessible approach guides readers all the way from theory to practical software implementation Fourth edition features new chapter on GPU ray tracing essential for game developers The premier reference for professionals learning about and working in the field Won its authors a 2014 Academy Award for Scientific and Technical Achievement Includes a companion site complete with source code

Core Java for the Impatient Cay S. Horstmann, 2022-09-29 Clear, Concise Guide to the Core Language and Libraries--Updated through Java 17 Modern Java introduces major enhancements that impact the core Java technologies and APIs at the heart of the Java platform. Many old Java idioms are no longer needed, and new features and programming paradigms can make you far more effective. However, navigating these changes can be challenging. Core Java for the Impatient, Third Edition, is a complete yet concise guide that reflects all changes through Java SE 17, Oracle's latest Long-Term Support (LTS) release. Written by Cay S. Horstmann--author of the classic two-volume Core Java--this indispensable tutorial offers a faster, easier pathway for learning modern Java. Horstmann covers everything working developers need to know, including the powerful concepts of lambda expressions and streams, modern constructs such as records and sealed classes, and sophisticated concurrent programming techniques. Given the size and scope of Java 17, there's plenty to cover, but it's presented in small chunks organized for quick access and easy understanding, with plenty of practical insights and sample code to help you quickly apply all that's new. Test code as you create it with JShell Improve your object-oriented design with records and sealed classes Effectively use text blocks, switch expressions, and pattern matching Understand functional programming with lambda expressions Streamline and optimize data management with the Streams API Use modern library features and threadsafe data structures to implement concurrency reliably Work with the modularized Java API and third-party modules Take advantage of API improvements for working with collections, input/output, regular expressions, and processes Learn the APIs for date/time processing and internationalization Whether you're an experienced developer just getting started with modern Java, or have been programming with Java for years, this guide will help you write more robust, efficient, and secure Java code. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

Pro Java 9 Games Development Wallace Jackson, 2017-11-14 Use Java 9 and JavaFX 9 to write 3D games for the latest consumer electronics devices. Written by open source gaming expert Wallace Jackson, this book uses Java 9 and NetBeans 9 to add leading-edge features, such as 3D, textures, animation, digital audio, and digital image compositing to your games. Along the way you'll learn about game design, including game design concepts, genres, engines, and UI design techniques. To completely master Java 3D game creation, you will combine this knowledge with a number of JavaFX 9 topics, such as scene graph hierarchy; 3D scene configuration; 3D model design and primitives; model shader creation; and 3D game animation creation. With these skills you will be able to take your 3D Java games to the next level. The final section of Pro Java 9 Games Development puts the final polish on your abilities. You'll see how to add AI logic for random content selection methods; harness a professional scoring engine; and player-proof your event handling. After reading Pro Java 9 Games Development, you will come away with enough 3D expertise to design, develop, and build your own professional Java 9 games, using JavaFX 9 and the latest new media assets. What You'll Learn Design and build professional 3D Java 9 games, using NetBeans 9, Java 9, and JavaFX 9 Integrate new media assets, such as digital imagery and digital audio Integrate the new JavaFX 9 multimedia engine API Create an interactive 3D board game, modeled, textured, and animated using JavaFX Optimize game assets for distribution, and learn how to use the Java 9 module system Who This Book Is For Experienced Java developers who may have some prior game development experience. This book can be for experienced game developers new to Java programming.

Transputer Applications and Systems '93 Reinhard Grebe, 1993 Proceedings -- Parallel Computing.

JavaScript by Example Ellie Quigley, 2010-10-05 The World's Easiest Java Script Tutorial--Fully Updated! JavaScript by Example, Second Edition, is the easiest, most hands-on way to learn JavaScript. Legendary programming instructor Ellie Quigley has thoroughly updated her classic book to deliver the skills and information today's JavaScript users need most--including up-to-the-minute coverage of JavaScript programming constructs, CSS, Ajax, JSON, and the latest JavaScript libraries and best practices. Quigley illuminates every technique with focused, classroom-tested code examples, detailed line-by-line explanations, and real program output. This exceptionally clear, easy-to-understand book takes you from your first script to advanced techniques. It's the only JavaScript book you'll ever need! New in This Edition End-of-chapter study tools, including classroom-tested labs Programming the DOM More Cascading Style Sheets Introduction to Ajax and JSON Explanation of how to develop interactive Web applications with dynamic, desktop-style interfaces Programmers' preparation for HTML 5's breakthrough capabilities This edition has been completely updated and includes many new and completely rewritten code examples; contains fully revised and updated coverage of Cascading Style Sheets (CSS) and the Document Object Model (DOM); and fully covers modern JavaScript concepts, principles, and programming techniques. Thousands of Web developers, administrators, and power users have relied on JavaScript by Example to become expert JavaScript programmers. With this new edition, you can, too--even if you're completely new to JavaScript. After you've become an expert, you'll turn to this book constantly as the best source for trustworthy answers, solutions, and code.

Visual Basic 2005 Instant Results Thearon Willis, 2007-08-27 Visual Basic, one of the most popular programming languages today with more than 6 million developers, has released the 2005 version, which continues to expand on the functionality and flexibility of its framework-.NET 3.0 Covering Visual Basic .NET 2005 programming in a Windows environment as well as accessing SQL Server Express 2005 and Web Services, this book allows intermediate-level programmers to get up to speed quickly with complete sample projects that can be modified and used in the real world In addition to the ready-to-use projects for their own applications with little or no modifications, programmers will also learn some of the more advanced features of Windows programming Some of the featured projects include desktop weather, password keeper, application registry manager, event log and trace writing, event log service, multi-threaded note pad, note pad printing, and custom controls textbox

Java Illuminated Anderson, Hervé Franceschi, 2018-01-15 Written for the one- to three-term introductory programming course, the fifth edition of Java Illuminated provides learners with an interactive, user-friendly approach to learning the Java programming language. Comprehensive but accessible, the text takes a progressive approach to object-oriented programming, allowing students to build on established skills to develop new and increasingly complex classes. Java Illuminated follows an activity-based active learning approach that ensures student engagement and interest.

JavaScript Developer's Dictionary Alexander J. Vincent, 2002 JavaScript, and each different version of JavaScript, interacts differently with each variety of Web browser, leaving Web developers scrambling to write code that will work in all the major browsers. JavaScript Developer's Dictionary brings all these variants into one volume, breaking down every object in the JavaScript language and how it applies to each browser.

Foundation ActionScript 3 Paul Milbourne, Darren Richardson, 2014-12-02 ActionScript 3 is a full-fledged programming language, with complete object-oriented capabilities, event handling, sound and video support, drawing capabilities, support for regular expressions, and much more. Whether you are just starting out on the road to computer programming and animation or an experienced developer who wants to learn a new language, you'll find all you need to know in Foundation ActionScript 3. Starting with the fundamentals, you'll learn how to add interactivity to your Flash movies by using ActionScript objects, manipulating sound and video, and harnessing the power of regular expressions and XML. The book concludes with two case studies to consolidate what you've learned and introduce some additional advanced techniques. You'll gain a solid understanding of the exciting world of ActionScript 3 and see how everything fits together, so you'll be able to build your own professional applications. The sensible layout of the book makes it easy to find information about specific techniques. It focuses on the essential skills that will enable you to get up and running quickly. With this book as your guide, you'll be creating killer Flash applications before you know it.

JavaScript: The Definitive Guide David Flanagan, 2006-08-17 This Fifth Edition is completely revised and expanded to cover JavaScript as it is used in today's Web 2.0

applications. This book is both an example-driven programmer's guide and a keep-on-your-desk reference, with new chapters that explain everything you need to know to get the most out of JavaScript, including: Scripted HTTP and Ajax XML processing Client-side graphics using the canvas tag Namespaces in JavaScript--essential when writing complex programs Classes, closures, persistence, Flash, and JavaScript embedded in Java applications Part I explains the core JavaScript language in detail. If you are new to JavaScript, it will teach you the language. If you are already a JavaScript programmer, Part I will sharpen your skills and deepen your understanding of the language. Part II explains the scripting environment provided by web browsers, with a focus on DOM scripting with unobtrusive JavaScript. The broad and deep coverage of client-side JavaScript is illustrated with many sophisticated examples that demonstrate how to: Generate a table of contents for an HTML document Display DHTML animations Automate form validation Draw dynamic pie charts Make HTML elements draggable Define keyboard shortcuts for web applications Create Ajax-enabled tool tips Use XPath and XSLT on XML documents loaded with Ajax And much more Part III is a complete reference for core JavaScript. It documents every class, object, constructor, method, function, property, and constant defined by JavaScript 1.5 and ECMAScript Version 3. Part IV is a reference for client-side JavaScript, covering legacy web browser APIs, the standard Level 2 DOM API, and emerging standards such as the XMLHttpRequest object and the canvas tag. More than 300,000 JavaScript programmers around the world have madethis their indispensable reference book for building JavaScript applications. A must-have reference for expert JavaScript programmers...well-organized and detailed. -- Brendan Eich, creator of JavaScript

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