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J. Middleton,M. L. Jones,G. N. Pande

Creating Mobile Apps with Xamarin.Forms Preview Edition 2 Charles Petzold,2015-04-11 This second Preview Edition ebook, now with 16 chapters, is about writing applications for Xamarin.Forms, the new mobile development platform for iOS, Android, and Windows phones unveiled by Xamarin in May 2014. Xamarin.Forms lets you write shared user-interface code in C# and XAML that maps to native controls on these three platforms.

Building Xamarin.Forms Mobile Apps Using XAML Dan Hermes,Nima Mazloumi,2019-02-12 Leverage Xamarin.Forms to build iOS and Android apps using a single, cross-platform approach. This book is the XAML companion to the C# guide Xamarin Mobile Application Development. You'll begin with an overview of Xamarin.Forms, then move on to an in-depth XAML (eXtensible Application Markup Language) primer covering syntax, namespaces, markup extensions, constructors, and the XAML standard. XAML gives us both the power of decoupled UI development and the direct use of Xamarin.Forms elements. This book explores the core of the Xamarin.Forms mobile app UI: using layouts and FlexLayouts to position controls and views to design and build screens, formatting your UI using resource dictionaries, styles, themes and CSS, then coding user interactions with behaviors, commands, and triggers. You'll see how to use XAML to build sophisticated, robust cross-platform mobile apps and help your user get around your app using Xamarin.Forms navigation patterns. Building Xamarin.Forms Mobile Apps Using XAML explains how to bind UI to data models using data binding and using the MVVM pattern, and how to customize UI elements for each platform using industry-standard menus, effects, custom renderers, and native view declaration. What You Will Learn Create world-class mobile apps for iOS and Android using C# and XAMLBuild a XAML UI decoupled from the C# code behind Design UI layouts such as FrameLayout, controls, lists, and navigation patterns Style your app using resource dictionaries, styles, themes, and CSS Customize controls to have platform-specific features using effects, custom renderers, and native views Who This Book Is For XAML and C# developers, architects, and technical managers as well as many Android and iOS developers

Data Sources ,2000

The Art of Unit Testing Roy Oshero,2013-11-24 Summary The Art of Unit Testing, Second Edition guides you step by step from writing your first simple tests to developing robust test sets that are maintainable, readable, and trustworthy. You'll master the foundational ideas and quickly move to high-value subjects like mocks, stubs, and isolation, including frameworks such as Moq, FakeItEasy, and Typemock Isolator. You'll explore test patterns and organization, working with legacy code, and even untestable code. Along the way, you'll learn about integration testing and techniques and tools for testing databases and other technologies. About this Book You know you should be unit testing, so why aren't you doing it? If you're new to unit testing, if you find unit testing tedious, or if you're just not getting enough payoff for the effort you put into it, keep reading. The Art of Unit Testing, Second Edition guides you step by step from writing your first simple unit tests to building complete test sets that are maintainable, readable, and trustworthy. You'll move quickly to more complicated subjects like mocks and stubs, while learning to use isolation (mocking) frameworks like Moq, FakeItEasy, and Typemock Isolator. You'll explore test patterns and organization, refactor code applications, and learn how to test untestable code. Along the way, you'll learn about integration testing and techniques for testing with databases. The examples in the book use C#, but will benefit anyone using a statically typed language such as Java or C++. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. What's Inside Create readable, maintainable, trustworthy tests Fakes, stubs, mock objects, and isolation (mocking) frameworks Simple dependency injection techniques Refactoring legacy code About the Author Roy Oshero has been coding for over 15 years, and he consults and trains teams worldwide on the gentle art of unit testing and test-driven development. His blog is at ArtOfUnitTesting.com. Table of Contents PART 1 GETTING STARTED The basics of unit testing A first unit test PART 2 CORE TECHNIQUES Using stubs to break dependencies Interaction testing using mock objects Isolation (mocking) frameworks Digging deeper into isolation frameworks PART 3 THE TEST CODE Test hierarchies and organization The pillars of good unit tests PART 4 DESIGN AND PROCESS Integrating unit testing into the organization Working with legacy code Design and testability

Programming Robots with ROS Morgan Quigley,Brian Gerkey,William D. Smart,2015-11-16 Chapter 3. Topics; Publishing to a Topic; Checking That Everything Works as Expected; Subscribing to a Topic; Checking That Everything Works as Expected; Latched Topics; Defining Your Own Message Types; Defining a New Message; Using Your New Message; When Should You Make a New Message Type?; Mixing Publishers and Subscribers; Summary; Chapter 4. Services; Defining a Service; Implementing a Service; Checking That Everything Works as Expected; Other Ways of Returning Values from a Service; Using a Service; Checking That Everything Works as Expected; Other Ways to Call Services; Summary.

Windows Phone 8 Development Internals Andrew Whitechapel,Sean McKenna,2013-06-15 Build and optimize Windows Phone 8 apps for performance and security Drill into Windows Phone 8 design and architecture, and learn best practices for building phone apps for consumers and the enterprise. Written by two senior members of the core Windows Phone Developer Platform team, this hands-on book gets you up to speed on the Windows 8 core features and application model, and shows you how to build apps with managed code in C# and native code in C++. You'll also learn how to incorporate Windows Phone 8 features such as speech, the Wallet, and in-app purchase. Discover how to: Create UIs with unique layouts, controls, and gesture support Manage databinding with the Model View ViewModel pattern Build apps that target Windows Phone 8 and Windows Phone 7 Use built-in sensors, including the accelerometer and camera Consume web services and connect to social media apps Share code across Windows Phone 8 and Windows 8 apps Build and deploy company hub apps for the enterprise Start developing games using Direct3D Test your app and submit it to the Windows Phone Store

The Afterlives of the Terror Ronen Steinberg,2019-09-15 The Afterlives of the Terror explores how those who experienced the mass violence of the French Revolution struggled to come to terms with it. Focusing on the Reign of Terror, Ronen Steinberg challenges the presumption that its aftermath was characterized by silence and enforced collective amnesia. Instead, he shows that there were painful, complex, and sometimes surprisingly honest debates about how to deal with its legacies. As The Afterlives of the Terror shows, revolutionary leaders, victims' families, and ordinary citizens argued about accountability, retribution, redress, and commemoration. Drawing on the concept of transitional justice and the scholarship on the major traumas of the twentieth century, Steinberg explores how the French tried, but ultimately failed, to leave this difficult past behind. He argues that it was the same democratizing, radicalizing dynamic that led to the violence of the Terror, which also gave rise to an unprecedented interrogation of how society is affected by events of enormous brutality. In this sense, the modern question of what to do with difficult pasts is one of the unanticipated consequences of the eighteenth century's age of democratic revolutions. Thanks to generous funding from Michigan State University and its participation in TOME (Toward an Open Monograph Ecosystem), the ebook editions of this book are available as Open Access (OA) volumes, available on the Cornell University Press website and other Open Access repositories.

Mastering openFrameworks: Creative Coding Demystified Denis Perevalov,2013-09-23 This book gives clear and effective instructions, stuffed with practical examples, to build your own fun, stunning and highly-interactive openFrameworks applications. Each chapter is focused differently and has a new theme to it,This book targets visual artists, designers, programmers and those interested in creative coding by getting started with openFrameworks. This book will help you understand the capabilities of openFrameworks to help you create visually stunning and fully interactive applications. You should have a basic knowledge of object oriented programming, such as C++, Java, Python, ActionScript 3, etc.

Windows/DOS Developer's Journal ,1992

Computer Methods in Biomechanics and Biomedical Engineering J. Middleton,M. L. Jones,G. N. Pande,1996-03-18 These papers are concerned with new advances and novel solutions in the areas of biofluids, image-guided surgery, tissue engineering and cardiovascular mechanics, implant analysis, soft tissue mechanics, bone remodeling and motion analysis. The contents also feature a special section on dental materials, dental adhesives and orthodontic mechanics. This edition contains many examples, tables and figures, and together with the many references, provides the reader with invaluable information on the latest theoretical developments and applications.

InfoWorld ,1990

Proceedings of the International Conference on Paradigms of Computing, Communication and Data Sciences Mayank Dave,Ritu Garg,Mohit Dua,Jemal Hussien,2021-02-19 This book presents best selected papers presented at the International Conference on Paradigms of Computing, Communication and Data Sciences (PCCDS 2020), organized by National Institute of Technology, Kurukshetra, India, during 1-3 May 2020. It discusses

high-quality and cutting-edge research in the areas of advanced computing, communications and data science techniques. The book is a collection of latest research articles in computation algorithm, communication and data sciences, intertwined with each other for efficiency.

Xamarin.Forms Projects Daniel Hindrikes,Johan Karlsson,2020-06-19 Learn to build cross-platform mobile apps using the latest features in Xamarin.Forms 4 with the help of a series of projects including apps for real-time chatting, AR games, location-tracking, weather, photo galleries, and much more Key FeaturesDevelop mobile apps, AR games, and chatbots of varying complexity with the help of real-world examplesExplore the important features of Xamarin.Forms 4 such as Shell, CollectionView, and CarouselViewSet to grips with advanced concepts such as AR and VR and machine learning for mobile developmentBook Description Xamarin.Forms is a lightweight cross-platform development toolkit for building apps with a rich user interface. Improved and updated to cover the latest features of Xamarin.Forms, this second edition covers CollectionView and Shell, along with interesting concepts such as augmented reality (AR) and machine learning. Starting with an introduction to Xamarin and how it works, this book shares tips for choosing the type of development environment you should strive for when planning cross-platform mobile apps. You'll build your first Xamarin.Forms app and learn how to use Shell to implement the app architecture. The book gradually increases the level of complexity of the projects, guiding you through creating apps ranging from a location tracker and weather map to an AR game and face recognition. As you advance, the book will take you through modern mobile development frameworks such as SQLite, .NET Core Mono, ARKit, and ARCore. You'll be able to customize your apps for both Android and iOS platforms to achieve native-like performance and speed. The book is filled with engaging examples, so you can grasp essential concepts by writing code instead of reading through endless theory. By the end of this book, you'll be ready to develop your own native apps with Xamarin.Forms and its associated technologies, such as .NET Core, Visual Studio 2019, and C#. What you will learnSet up Xamarin.Forms to build native apps with code-sharing capabilitiesUnderstand the core aspects of developing a mobile app, such as its layout, UX, and renderingUse custom renderers to gain platform-specific accessDiscover how to create custom layouts for your apps with Xamarin.Forms ShellUse Azure SignalR to implement serverless services in your Xamarin appsCreate an augmented reality (AR) game for Android and iOS using ARCore and ARKit, respectivelyBuild and train machine learning models using CoreML, TensorFlow, and Azure Cognitive ServicesWho this book is for This book is for C# and .NET developers who want to learn Xamarin.Forms and get started with native Xamarin mobile application development from the ground up. Working knowledge of Visual Studio will help you to get the most out of this book.

IBM i 7.2 Technical Overview with Technology Refresh Updates Ryan Cooper,Dwight Harrison,Takahiro Ichikawa,Siripong Prukpaiboon,Edward Handy Satio,Jiri Sochr,Tom Vernailen,IBM Redbooks,2016-11-02 This IBM® Redbooks® publication provides a technical overview of the features, functions, and enhancements that are available in IBM i 7.2, including all the available Technology Refresh (TR) levels, from TR1 to TR3. This publication provides a summary and brief explanation of the many capabilities and functions in the operating system. It also describes many of the licensed programs and application development tools that are associated with IBM i. The information that is provided in this book is useful for clients, IBM Business Partners, and IBM service professionals that are involved with planning, supporting, upgrading, and implementing IBM i 7.2 solutions.

Using C-Kermit Frank da Cruz,Christine Gianone,1996-11-20 Written by the co-managers of the Kermit Project, this is a revised and updated tutorial on data communications, with new material on today's high-speed modems and how to make the best use of them

Management Information Systems Kenneth C. Laudon,Jane Price Laudon,2004 Management Information Systems provides comprehensive and integrative coverage of essential new technologies, information system applications, and their impact on business models and managerial decision-making in an exciting and interactive manner. The twelfth edition focuses on the major changes that have been made in information technology over the past two years, and includes new opening, closing, and Interactive Session cases.

Z/OS Version 1 Release 8 RACF Implementation Paul Rogers,2007 This IBM Redbooks publication describes the implementation of RACF®' in z/OS®' Version 1 Release 8. This release continues to deliver industry leadership for security. Improvements have been introduced to further enhance the security-rich environment z/OS users rely on. These enhancements include: - RACF support for virtual key rings to treat the collection of all the certificates owned by one user ID, including the SITE and CERTAUTH reserved user IDs, as an independent key ring. The use of the CERTAUTH virtual key ring will help to eliminate the need to manually create multiple real key rings for SSL-enabled z/OS client applications such as FTP. - RACF template extensions allow templates to expand beyond their current 4K size. - RACF supports the use of passwords longer than eight characters, now called password phrases. - The RACF access control module exit, DSNXRAC, has changed substantially with DB2®' version 9. A RACF administrators can now define a security rule before an object is created and preserve the rule for a dropped object. In addition, RACF general resources for member and group profiles can be used by an installation to protect multiple DB2 resources with a single RACF profile. - A new parameter on the IRRUT200 utility tells the utility to activate the backup data set printed to as output. This is accomplished by the utility internally issuing an RVARY ACTIVE for the backup data set after the copy is complete. IRRUT200 and IRRUT400 utilities now check whether their output data sets are active primary or backup RACF data sets on this system. - RACF in z/OS V1R8 provides a solution to some functional gaps in the way that change logging of RACF profile updates were reflected in z/OS LDAP, and an enhancement is made to LISTUSER to demonstrate whether password enveloping is enabled for a user. In addition to describing the new features, this book includes detailed steps for implementing these enhancements. It explains how to configure them for your installation and how to use them to increase the security of your environment.

Programming the Windows Runtime by Example Jeremy Likness,John Garland,2014-06-03 Master Windows 8.1/Windows Runtime Programming Through 80 Expert Projects This is the most complete, hands-on, solutions-focused guide to programming modern Windows applications with the Windows Runtime. Leading Windows development consultants Jeremy Likness and John Garland present easy-to-adapt C# and XAML example code for more than 80 projects. Their real-world application examples help you apply Windows 8.1's best improvements, including large tiles, the new search control, flyouts, command bars, native WinRT networking, and new deployment and sideloading options. Drawing on their pioneering experience, they illuminate key areas of the Windows Runtime API, offering uniquely detailed coverage of encryption, cloud connectivity, devices, printers, and media integration. You'll find cutting-edge tips and tricks available in no other book. This is an indispensable resource for all intermediate-to-advanced Windows developers, and for any architect building desktop, tablet, or mobile solutions with Microsoft technologies. Its focus on both C# and XAML will make it valuable to millions of Windows developers already familiar with Silverlight, WPF, and/or .NET. Coverage includes • Creating robust app interfaces with the newest XAML controls, including flyouts and command bars • Saving data in a persistent "roaming zone" for syncing across Windows 8.1 devices • Using Visual State Manager (VSM) to build apps that adapt to various device resolutions and orientations • Integrating virtually any form of data into your apps • Connecting with web services, RSS, Atom feeds, and social networks • Securing apps via authentication, encrypting, signing, and single sign-on with Microsoft Account, Facebook, Google, and more • Leveraging Windows 8.1 media enhancements that improve battery life and app performance • Networking more effectively with Windows 8.1's revamped HTTP implementation and new location APIs • Using Tiles and Toasts to keep apps alive and connected, even when they aren't running • Enabling users to send content between devices via NFC tap and send • Ensuring accessibility and globalizing your apps • Efficiently debugging, optimizing, packaging, and deploying your apps • Building sideloadable apps that don't have to be published in Windows Store "This book doesn't just focus on singular concepts, it also provides end-to-end perspective on building an app in WinRT. It is one of those essential tools for Windows developers that will help you complete your software goals sooner than without it!" —Tim Heuer, Principal Program Manager Lead, XAML Platform, Microsoft Corporation

Annals of Scientific Society for Assembly, Handling and Industrial Robotics Thorsten Schüppstuhl,Kirsten Tracht,Dominik Henrich,2020-08-21 This Open Access proceedings present a good overview of the current research landscape of industrial robots. The objective of MHI Colloquium is a successful networking at academic and management level. Thereby the colloquium is focussing on a high level academic exchange to distribute the obtained research results, determine synergetic effects and trends, connect the actors personally and in conclusion strengthen the research field as well as the MHI community. Additionally there is the possibility to become acquainted with the organizing institute. Primary audience are members of the scientific association for assembly, handling and industrial robots (WG MHI).

Innovations and Implementations of Computer Aided Drug Discovery Strategies in Rational Drug Design Sanjeev Kumar Singh,2021-02-02 This book

presents various computer-aided drug discovery methods for the design and development of ligand and structure-based drug molecules. A wide variety of computational approaches are now being used in various stages of drug discovery and development, as well as in clinical studies. Yet, despite the rapid advances in computer software and hardware, combined with the exponential growth in the available biological information, there are many challenges that still need to be addressed, as this book shows. In turn, it shares valuable insights into receptor-ligand interactions in connection with various biological functions and human diseases. The book discusses a wide range of phylogenetic methods and highlights the applications of Molecular Dynamics Simulation in the drug discovery process. It also explores the application of quantum mechanics in order to provide better accuracy when calculating protein-ligand binding interactions and predicting binding affinities. In closing, the book provides illustrative descriptions of major challenges associated with computer-aided drug discovery for the development of therapeutic drugs. Given its scope, it offers a valuable asset for life sciences researchers, medicinal chemists and bioinformaticians looking for the latest information on computer-aided methodologies for drug development, together with their applications in drug discovery.

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