Webcab Functions J2se Edition 20

Jim Blinn

Crystal Clear Alistair Paul Becker,Alistair Cockburn,2004-10-19 Carefully researched over ten years and eagerly anticipated by the agile community, Crystal Clear: A Human-Powered Methodology for Small Teams is a lucid and practical introduction to running a successful agile project in your organization. Each chapter illuminates a different important aspect of orchestrating agile projects. Highlights include Attention to the essential human and communication aspects of successful projects Case studies, examples, principles, strategies, techniques, and guiding properties Samples of work products from real-world projects instead of blank templates and toy problems Top strategies used by software teams that excel in delivering quality code in a timely fashion Detailed introduction to emerging best-practice techniques, such as Blitz Planning, Project 360o, and the essential Reflection Workshop Question-and-answer with the author about how he arrived at these recommendations, including where they fit with CMMI, ISO, RUP, XP, and other methodologies A detailed case study, including an ISO auditor's analysis of the project Perhaps the most important contribution this book offers is the Seven Properties of Successful Projects. The author has studied successful agile projects and identified common traits they share. These properties lead your project to success; conversely, their absence endangers your project.

Learning Processing Daniel Shiffman,2015-09-09 Learning Processing, Second Edition, is a friendly start-up guide to Processing, a free, open-source alternative to expensive software and daunting programming languages. Requiring no previous experience, this book is for the true programming beginner. It teaches the basic building blocks of programming needed to create cutting-edge graphics applications including interactive art, live video processing, and data visualization. Step-by-step examples, thorough explanations, hands-on exercises, and sample code, supports your learning curve. A unique lab-style manual, the book gives graphic and web designers, artists, and illustrators of all stripes a jumpstart on working with the Processing programming environment by providing instruction on the basic principles of the language, followed by careful explanations of select advanced techniques. The book has been developed with a supportive learning experience at its core. From algorithms and data mining to rendering and debugging, it teaches object-oriented programming from the ground up within the fascinating context of interactive visual media. This book is ideal for graphic designers and visual artists without programming background who want to learn programming. It will also appeal to students taking college and graduate courses in interactive media or visual computing, and for self-study. A friendly start-up guide to Processing, a free, open-source alternative to expensive software and daunting programming languages No previous experience required—this book is for the true programming beginner! Step-by-step examples, thorough explanations, hands-on exercises, and sample code supports your learning curve

Web Application Obfuscation Mario Heiderich,Eduardo Alberto Vela Nava,Gareth Heyes,David Lindsay,2010-12-10 Web applications are used every day by millions of users, which is why they are one of the most popular vectors for attackers. Obfuscation of code has allowed hackers to take one attack and create hundreds-if not millions-of variants that can evade your security measures. Web Application Obfuscation takes a look at common Web infrastructure and security controls from an attacker's perspective, allowing the reader to understand the shortcomings of their security systems. Find out how an attacker would bypass different types of security controls, how these very security controls introduce new types of vulnerabilities, and how to avoid common pitfalls in order to strengthen your defenses. Named a 2011 Best Hacking and Pen Testing Book by InfoSec Reviews Looks at security tools like IDS/IPS that are often the only defense in protecting sensitive data and assets Evaluates Web application vulnerabilties from the attacker's perspective and explains how these very systems introduce new types of vulnerabilities Teaches how to secure your data, including info on browser quirks, new attacks and syntax tricks to add to your defenses against XSS, SQL injection, and more

Advanced Man-Machine Interaction K.-F. Kraiss,2006-02-23 Describes the implementation of modern features of man-machine interfaces and offers design guidelines, case studies and discusses algorithms for the implementation. Offers access to extensive public domain software for computer vision, classification and virtual reality.

Ubiquitous Computing Stefan Poslad,2011-08-10 This book provides an introduction to the complex field of ubiquitous computing Ubiquitous Computing (also commonly referred to as Pervasive Computing) describes the ways in which current technological models, based upon three base designs: smart (mobile, wireless, service) devices, smart environments (of embedded system devices) and smart interaction (between devices), relate to and support a computing vision for a greater range of computer devices, used in a greater range of (human, ICT and physical) environments and activities. The author details the rich potential of ubiquitous computing, the challenges involved in making it a reality, and the prerequisite technological infrastructure. Additionally, the book discusses the application and convergence of several current major and future computing trends. Key Features: Provides an introduction to the complex field of ubiquitous computing Describes how current technology models based upon six different technology form factors which have varying degrees of mobility wireless connectivity and service volatility: tabs, pads, boards, dust, skins and clay, enable the vision of ubiquitous computing Describes and explores how the three core designs (smart devices, environments and interaction) based upon current technology models can be applied to, and can evolve to, support a vision of ubiquitous computing and computing for the future Covers the principles of the following current technology models, including mobile wireless networks, service-oriented computing, human computer interaction, artificial intelligence, context-awareness, autonomous systems, micro-electromechanical systems, sensors, embedded controllers and robots Covers a range of interactions, between two or more UbiCom devices, between devices and people (HCI), between devices and the physical world. Includes an accompanying website with PowerPoint slides, problems and solutions, exercises, bibliography and further reading Graduate students in computer science, electrical engineering and telecommunications courses will find this a fascinating and useful introduction to the subject. It will also be of interest to ICT professionals, software and network developers and others interested in future trends and models of computing and interaction over the next decades.

Intelligent Technical Systems Natividad Martínez Madrid,Ralf E.D. Seepold,2009-02-18 Intelligent technical systems are networked, embedded systems incorporating real-time capacities that are able to interact with and adapt to their environments. These systems need innovative approaches in order to meet requirements like cost, size, power and memory consumption, as well as real-time compliance and security. Intelligent Technical Systems covers different levels like multimedia systems, embedded programming, middleware platforms, sensor networks and autonomous systems and applications for intelligent engineering. Each level is discussed by a set of original articles summarizing the state of the art and presenting a concrete application; they include a deep discussion of their model and explain all design decisions relevant to obtain a mature solution.

Pervasive Computing Hans W. Gellersen,2005-04-28 This book constitutes the refereed proceedings of the Third International Conference on Pervasive Computing, PERVASIVE 2005, held in Munich, Germany in May 2005. The 20 revised full papers presented were carefully reviewed and selected from 130 submissions. The papers are organized in topical sections on location techniques, activity and context, location and privacy, handheld devices, sensor systems, and user interaction.

Information Security and Assurance Samir Kumar Bandyopadhyay,Wael Adi,Tai-hoon Kim,Yang Xiao,2010-06-09 Advanced Science and Technology, Advanced Communication and Networking, Information Security and Assurance, Ubiquitous Computing and Multimedia Appli- tions are conferences that attract many academic and industry professionals. The goal of these co-

located conferences is to bring together researchers from academia and industry as well as practitioners to share ideas, problems and solutions relating to the multifaceted aspects of advanced science and technology, advanced communication and networking, information security and assurance, ubiquitous computing and m- timedia applications. This co-located event included the following conferences: AST 2010 (The second International Conference on Advanced Science and Technology), ACN 2010 (The second International Conference on Advanced Communication and Networking), ISA 2010 (The 4th International Conference on Information Security and Assurance) and UCMA 2010 (The 2010 International Conference on Ubiquitous Computing and Multimedia Applications). We would like to express our gratitude to all of the authors of submitted papers and to all attendees, for their contributions and participation. We believe in the need for continuing this undertaking in the future. We acknowledge the great effort of all the Chairs and the members of advisory boards and Program Committees of the above-listed events, who selected 15% of over 1,000 submissions, following a rigorous peer-review process. Special thanks go to SERSC (Science & Engineering Research Support soCiety) for supporting these - located conferences.

Pattern Recognition and Machine Intelligence Rajat K. De,2007-11-29 This book constitutes the refereed proceedings of the Second International Conference on Pattern Recognition and Machine Intelligence, PReMI 2007, held in Kolkata, India in December 2007. The 82 revised papers presented were carefully reviewed and selected from 241 submissions. The papers are organized in topical sections on pattern recognition, image analysis, soft computing and applications, data mining and knowledge discovery, bioinformatics, signal and speech processing, document analysis and text mining, biometrics, and video analysis.

Real-time Java Programming with Java RTS Eric J. Bruno,Gregory Bollella,2009 The Definitive Guide to Java RTS for Developers and Architects For Java developers and architects moving to real-time, and real-time developers moving to Java Walks through start-to-finish case study applications, identifying their constraints and discussing the APIs and design patterns used to address them Written by the former leader of the real-time Java standards process and one of Wall Street's top real-time developers Sun Microsystems' Java Real-Time System (Java RTS) is proving itself in numerous, wide-ranging environments, including finance, control systems, manufacturing, and defense. Java RTS and the RTSJ standard (JSR-001) eliminate the need for complicated, specialized, real-time languages and operating environments, saving money by leveraging Java's exceptional productivity and familiarity. In Real-Time Java(tm) Programming, two of Sun's top real-time programming experts present the deep knowledge and realistic code examples that developers need to succeed with Java RTS and its APIs. As they do so, the authors also illuminate the foundations of real-time programming in any RTSJ-compatible environment. Key topics include Real-time principles and concepts, and the unique requirements of real-time application design and development How Java has been adapted to real-time environments A complete chapter on garbage collection concepts and Java SE collectors Using the Java RTS APIs to solve actual real-time system problems as efficiently as possible Utilizing today's leading Java RTS development and debugging tools Understanding real-time garbage collection, threads, scheduling, and dispatching Programming new RTSJ memory models Dealing with asynchronous event handling and asynchronous transfer of control

Service Robotics within the Digital Home Ignacio González Alonso,Mercedes Fernández,José M. Maestre,María del Pilar Almudena García Fuente,2011-06-27 This book provides the reader with a clear and precise description of robotics and other systems for home automation currently on the market, and discusses their interoperability and perspectives for the near future. It shows the different standards and the development platforms used by the main service robots in an international environment. This volume provides a scientific basis for the user who is looking for the best option to suit his or her needs from the available alternatives to integrate modern technology in the digital home.

Privacy and Identity Management for Life Jan Camenisch,Bruno Crispo,Simone Fischer-Hübner,Ronald Leenes,Giovanni Russello,2012-06-28 This book constitutes the thoroughly refereed post-conference proceedings of the 7th IFIP WG 9.2, 9.6/11.7, 11.4, 11.6 International Summer School, held in Trento, Italy, in September 2011. The 20 revised papers were carefully selected from numerous submissions during two rounds of reviewing. The book also contains two invited talks. The papers are organized in topical sections on privacy metrics and comparison, policies, privacy transparency in the age of cloud computing, privacy for mobile applications, consumer privacy, privacy for online communities, privacy for eHealth and eID applications, privacy attacks and problems, and ethics.

Web Intelligence: Research and Development Ning Zhong,Yiyu Yao,Jiming Liu,Setsuo Ohsuga,2003-06-30 This book constitutes the refereed proceedings of the First Asia-Pacific Conference on Web Intelligence, WI 2001, held in Maebashi City, Japan, in October 2001.The 28 revised full papers and 45 revised short papers presented were carefully reviewed and selected from 153 full-length paper submissions. Also included are an introductory survey and six invited presentations. The book offers topical sections on Web information systems environments and foundations, Web human-media engineering, Web information management, Web information retrieval, Web agents, Web mining and farming, and Web-based applications.

MEL Scripting for Maya Animators Mark R. Wilkins,Chris Kazmier,2005-08-23 Trying to learn Maya programming from the documentation can be daunting whether or not you are a programmer. The first edition of MEL Scripting for Maya Animators earned the reputation as the best introductory book on MEL, Maya's scripting language. Now fully revised and updated, the second edition also includes new features, such as a discussion of global procedures, new chapters on fixing programming bottlenecks, advanced user interface techniques, and optimizing character rigs. New chapters on utility nodes and Maya's Web Panel feature provide new ideas on how to use MEL in applications. This new edition has kept the popular style of the first edition that offered very clear explanations of programming concepts to those without programming experience. A generous collection of code examples and Maya scene files is included on the companion Web site. This is a book for animators, artists, game developers, visual effects developers, and technical directors who want to learn the fundamentals of Maya, how to automate tasks, personalize user interfaces, build custom tools, and solve problems with MEL. Fully updated with several new chapters. Profusely illustrated and includes a companion Web site with numerous code examples and scene files. The authors bring their extensive experience in professional production studios to provide expert guidance.

Mobile 3D Graphics Kari Pulli,Tomi Aarnio,Ville Miettinen,Kimmo Roimela,Jani Vaarala,2007-11-19 Graphics and game developers must learn to program for mobility. This book will teach you how. This book - written by some of the key technical experts...provides a comprehensive but practical and easily understood introduction for any software engineer seeking to delight the consumer with rich 3D interactive experiences on their phone. Like the OpenGL ES and M3G standards it covers, this book is destined to become an enduring standard for many years to come. - Lincoln Wallen, CTO, Electronic Arts, Mobile "This book is an escalator, which takes the field to new levels. This is especially true because the text ensures that the topic is easily accessible to everyone with some background in computer science...The foundations of this book are clear, and the authors are extremely knowledgeable about the subject. - Tomas Akenine-Möller, bestselling author and Professor of Computer Science at Lund University This book is an excellent introduction to M3G. The authors are all experienced M3G users and developers, and they do a great job of conveying that experience, as well as plenty of practical advice that has been proven in the field. - Sean Ellis, Consultant Graphics Engineer, ARM Ltd The exploding popularity of mobile computing is undeniable. From cell phones to portable gaming systems, the global demand for multifunctional mobile devices is driving amazing hardware and software developments. 3D graphics are becoming an integral part of these ubiquitous devices, and as a result, Mobile 3D Graphics is arguably the most rapidly advancing area of the computer graphics discipline. Mobile 3D Graphics is about

writing real-time 3D graphics applications for mobile devices. The programming interfaces explained and demonstrated in this must-have reference enable dynamic 3D media on cell phones, GPS systems, portable gaming consoles and media players. The text begins by providing thorough coverage of background essentials, then presents detailed hands-on examples, including extensive working code in both of the dominant mobile APIs, OpenGL ES and M3G. C/C++ and Java Developers, graphic artists, students, and enthusiasts would do well to have a programmable mobile phone on hand to try out the techniques described in this book. The authors, industry experts who helped to develop the OpenGL ES and M3G standards, distill their years of accumulated knowledge within these pages, offering their insights into everything from sound mobile design principles and constraints, to efficient rendering, mixing 2D and 3D, lighting, texture mapping, skinning and morphing. Along the way, readers will benefit from the hundreds of included tips, tricks and caveats. Written by experts at Nokia whose workshops at industry conferences are blockbusters The programs used in the examples are featured in thousands of professional courses each year

IRC Hacks Paul Mutton,2004-07-24 IRC (Internet Relay Chat) may very well turn out to be the world's most successful hack. In 1988, Jarkko Oikarinen wrote the original IRC program at the University of Oulu, Finland. As he says in his foreword, IRC started as one summer trainee's programming exercise. A hack grew into a software development project that hundreds of people participated in, and then became a worldwide environment where tens of thousands of people now spend time with each other. I have found many of my friends through IRC and learnt a significant part of my present software engineering knowledge while using and working with IRC. That would not have been possible without learning from code examples and hacks from others.IRC has continued to grow in popularity since its inception. Millions of people from all over the world now use IRC to chat with friends, discuss projects and collaborate on research. With a simple, clearly defined protocol, IRC has become one of the most accessible chat environments, with clients written for a multitude of operating systems. And IRC is more than just a simple chat system it is a network of intercommunicating servers, allowing thousands of clients to connect from anywhere in the world using the IRC protocol.While IRC is easy to get into and many people are happy to use it without being aware of what's happening under the hood, there are those who hunger for more knowledge, and this book is for them. IRC Hacks is a collection of tips and tools that cover just about everything needed to become a true IRC master, featuring contributions from some of the most renowned IRC hackers, many of whom collaborated on IRC, grouping together to form the channel #irchacks on the freenode IRC network (irc.freenode.net).Like all of our Hacks books, there are many different ways to use IRC Hacks. You can read the book from cover to cover, but you might be better served by picking an interesting item from the table of contents and just diving in.If you're relatively new to IRC, you should considering starting with a few hacks from each progressive chapter. Chapter 1 starts you off by showing you how to connect to IRC, while Chapter 2 acquaints you with the everyday concepts you'll need to use IRC effectively. Chapter 3 is all about users and channels, and introduces the first pieces of code. Chapter 4 shows you how to make useful enhancements to IRC clients.Chapter 5 is where you will learn the basics about creating IRC bots, with Chapters 6-12 introducing more complex bots that can be used for logging, servicing communities, searching, announcing, networking, managing channels or simply for having fun. Chapter 13 delves into the IRC protocol in more detail, and Chapter 14 demonstrates some interesting alternative methods for connecting to IRC. Finally, Chapter 15 will move you on to new pastures by showing you how to set up your own IRC server.This book presents an opportunity to learn how IRC works and how to make best use of some of the features that have made it the most successful, most scalable, and most mature chat system on this planet. IRC Hacks delves deep into the possibilities.

TCP/IP Sockets in C Michael J. Donahoo,Kenneth L. Calvert,2009-03-02 TCP/IP Sockets in C: Practical Guide for Programmers, Second Edition is a quick and affordable way to gain the knowledge and skills needed to develop sophisticated and powerful web-based applications. The book's focused, tutorial-based approach enables the reader to master the tasks and techniques essential to virtually all client-server projects using sockets in C. This edition has been expanded to include new advancements such as support for IPv6 as well as detailed defensive programming strategies. If you program using Java, be sure to check out this book's companion, TCP/IP Sockets in Java: Practical Guide for Programmers, 2nd Edition. Includes completely new and expanded sections that address the IPv6 network environment, defensive programming, and the select() system call, thereby allowing the reader to program in accordance with the most current standards for internetworking. Streamlined and concise tutelage in conjunction with line-by-line code commentary allows readers to quickly program web-based applications without having to wade through unrelated and discursive networking tenets.

Level of Detail for 3D Graphics David Luebke,Martin Reddy,Jonathan D. Cohen,Amitabh Varshney,Benjamin Watson,Robert Huebner,2003 Preface -- Foreword -- Part I: Generation -- 1. Introduction -- 2. Mesh Simplification -- 3. Error Metrics -- Part II: Application -- 4. Runtime Frameworks -- 5. Catalog of Useful Algorithms -- 6. Gaming Optimizations -- 7. Terrain Level of Detail -- Part III: Advanced Issues -- 8. Perceptual Issues -- 9. Measuring Visual Fidelity -- 10. Temporal LOD -- Glossary -- BibliographyMesh simplification -- Simplification error metrics -- Run-time frameworks -- A catalog of useful algorithms -- Gaming optimizations -- Terrain level of detail -- Perceptual issues -- Measuring visual fidelity -- Temporal detail.

Mobile Computing Raj Kamal,2007 Mobile Computing provides a comprehensive coverage of both the communication and computing aspects. The student-friendly style, numerous illustrative examples and exercises for each topic discussed make the text ideal for classroom learningMobile Computing is designed to serve as a textbook for students in the disciplines of computer science and engineering, electronics and communication engineering, and information technology. It describes the basic concepts of mobile computing and provides technical information about the variousaspects of the subject as also the latest technologies that are currently in use. The first few chapters present a balanced view of mobile computing as well as mobile communication, including the 2G and 3G communication systems, mobile IP, and mobile TCP. The subsequent chapters provide a systematicexplanation of mobile computing as a discipline in itself. The book provides an in-depth coverage of databases in mobile systems, methods of data caching, dissemination and synchronization, Bluetooth, IrDA and ZigBee protocols, data security, mobile ad hoc and wireless sensor networks, andprogramming languages and operating systems for mobile computing devices. Written in an easy-to-understand and student-friendly manner, the book includes several illustrative examples and sample codes. A comprehensive set of exercises is included at the end of each chapter.

Jim Blinn's Corner: Notation, Notation, Notation Jim Blinn,2002-07-09 In this third compendium of articles selected from his award-winning column, Blinn addresses topics in mathematical notation and cubic curves, among other topics, and shares the tricks he has uncovered through years of experimentation. Twenty perplexing topics are addressed, with solutions thoroughly illustrated in an award-winning style.

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As the predominant psychopathology even in treated BD, ... Depression and Bipolar Support Alliance: DBSA Living with depression or bipolar disorder? Find free support groups, resources, and wellness tools. Management of Bipolar Depression - PMC by JS Chang · 2011 · Cited by 10 — To date, bipolar depression is often misdiagnosed and ineffectively managed both for acute episodes and residual symptoms. An Update on Treatment of Bipolar Depression - YouTube Depression Preceding Diagnosis of Bipolar Disorder by C O'Donovan · 2020 · Cited by 44 — This paper focuses on depression that precedes an onset of manifest bipolar disorder as early stage bipolar disorder. First, we review how ... Depressive disorder (depression) Mar 31, 2023 — Depressive disorder (also known as depression) is a common mental disorder. It involves a depressed mood or loss of pleasure or interest in ... Economics. Michael Parkin 10th Edition Textbook Solutions Textbook solutions for Economics. 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