Windowmanager

Kimmo Karvinen,Tero Karvinen

NetBeans: The Definitive Guide Tim Boudreau,2003 This is the authoritative reference for understanding and using the NetBeans Integrated Development Environment for creating new software with Java. Contains a detailed tutorial.

Professional Java Native Interfaces with SWT / JFace Jackwind Li Guojie,2006-03-17 Professional Java Native Interfaces takes a solutions-based approach in showing how SWT/JFace works, discussing each common component, providing useful, practical ideas, tips and techniques to make the Java developers' work easier. The author provides relevant and timely examples, both stand-alone applications and smaller code snippets that readers can incorporate into their own code. To provide a truly real-world quality, the author builds an email/ftp client sample application to show readers how to combine everything into a presentable Java native UI application.

The Definitive Guide to SWT and JFace Robert Warner,Robert Harris,2004-06-09 * While the promise of Java has always been Write Once, Run Anywhere, SWT and JFace make it a reality. Write it once but run on all different platforms. * Major revision of Eclipse 3.0 is coming out (probably April or May, 2004)– this book will be up to date (3.0) with no time bomb shelf life. Covers SWT 3.0 (in development) and 2.1. * Eclipse is free and open source and will become even more important over next year or so/ Eclipse will be the editor of choice for all developers going forward – the standard IDE for open source development. * Offers GUI designers an alternative to developing with Swing.

Pro Android Graphics Wallace Jackson,2013-11-19 Pro Android Graphics is a comprehensive goldmine of knowledge and techniques that will help you design, create, and optimize 2D graphics for use in your Android Jelly Bean applications. Android application developer and expert multimedia producer Wallace Jackson of Mind Taffy Design shows you how to leverage Android's powerful graphics APIs in conjunction with professional open

source graphics design tools such as GIMP 2.8.6 and more. You'll learn about: The foundational graphics concepts behind the three core new media areas (digital imaging, digital video, and 2D animation) which relate to graphics design, and how to optimize these new media assets for your Android applications across iTVs, tablets, eReaders, game consoles, and smartphones. Digital imaging techniques for Android apps design, including graphics design layouts and graphical user interface elements, and how to use image compositing techniques to take your digital imaging to far higher levels. Advanced image compositing and blending techniques, using Android's PorterDuff, NinePatch, and LayerDrawable classes. Advanced 2D animation techniques, using Android's Animation and AnimationDrawable classes. Digital video optimization, playback, and streaming, using open source 3D (Terragen 3) and video (VirtualDub) applications, as well as professional video editing applications such as Squeeze Pro 9. You'll use these software packages with Android's VideoView and MediaPlayer classes, and add compositing to enhance your end-users' digital video experience.

OpenCV: Computer Vision Projects with Python Joseph Howse,Prateek Joshi,Michael Beyeler,2016-10-24 Get savvy with OpenCV and actualize cool computer vision applications About This Book Use OpenCV's Python bindings to capture video, manipulate images, and track objects Learn about the different functions of OpenCV and their actual implementations. Develop a series of intermediate to advanced projects using OpenCV and Python Who This Book Is For This learning path is for someone who has a working knowledge of Python and wants to try out OpenCV. This Learning Path will take you from a beginner to an expert in computer vision applications using OpenCV. OpenCV's application are humongous and this Learning Path is the best resource to get yourself acquainted thoroughly with OpenCV. What You Will Learn Install OpenCV and related software such as Python, NumPy, SciPy, OpenNI, and SensorKinect - all on Windows, Mac or Ubuntu Apply

curves and other color transformations to simulate the look of old photos, movies, or video games Apply geometric transformations to images, perform image filtering, and convert an image into a cartoon-like image Recognize hand gestures in real time and perform hand-shape analysis based on the output of a Microsoft Kinect sensor Reconstruct a 3D real-world scene from 2D camera motion and common camera reprojection techniques Detect and recognize street signs using a cascade classifier and support vector machines (SVMs) Identify emotional expressions in human faces using convolutional neural networks (CNNs) and SVMs Strengthen your OpenCV2 skills and learn how to use new OpenCV3 features In Detail OpenCV is a state-of-art computer vision library that allows a great variety of image and video processing operations. OpenCV for Python enables us to run computer vision algorithms in real time. This learning path proposes to teach the following topics. First, we will learn how to get started with OpenCV and OpenCV3's Python API, and develop a computer vision application that tracks body parts. Then, we will build amazing intermediate-level computer vision applications such as making an object disappear from an image, identifying different shapes, reconstructing a 3D map from images , and building an augmented reality application, Finally, we'll move to more advanced projects such as hand gesture recognition, tracking visually salient objects, as well as recognizing traffic signs and emotions on faces using support vector machines and multi-layer perceptrons respectively. This Learning Path combines some of the best that Packt has to offer in one complete, curated package. It includes content from the following Packt products: OpenCV Computer Vision with Python by Joseph Howse OpenCV with Python By Example by Prateek Joshi OpenCV with Python Blueprints by Michael Beyeler Style and approach This course aims to create a smooth learning path that will teach you how to get started with will learn how to get started with OpenCV and OpenCV 3's Python API, and develop superb computer vision applications.

Through this comprehensive course, you'll learn to create computer vision applications from scratch to finish and more!.

Learning OpenCV 3 Computer Vision with Python Joe Minichino,Joseph Howse,2015-09-29 Unleash the power of computer vision with Python using OpenCV About This Book Create impressive applications with OpenCV and Python Familiarize yourself with advanced machine learning concepts Harness the power of computer vision with this easy-to-follow guide Who This Book Is For Intended for novices to the world of OpenCV and computer vision, as well as OpenCV veterans that want to learn about what's new in OpenCV 3, this book is useful as a reference for experts and a training manual for beginners, or for anybody who wants to familiarize themselves with the concepts of object classification and detection in simple and understandable terms. Basic knowledge about Python and programming concepts is required, although the book has an easy learning curve both from a theoretical and coding point of view. What You Will Learn Install and familiarize yourself with OpenCV 3's Python API Grasp the basics of image processing and video analysis Identify and recognize objects in images and videos Detect and recognize faces using OpenCV Train and use your own object classifiers Learn about machine learning concepts in a computer vision context Work with artificial neural networks using OpenCV Develop your own computer vision real-life application In Detail OpenCV 3 is a state-of-the-art computer vision library that allows a great variety of image and video processing operations. Some of the more spectacular and futuristic features such as face recognition or object tracking are easily achievable with OpenCV 3. Learning the basic concepts behind computer vision algorithms, models, and OpenCV's API will enable the development of all sorts of real-world applications, including security and surveillance. Starting with basic image processing operations, the book will take you through to advanced computer vision concepts. Computer vision is a rapidly evolving science whose applications in the real world are

exploding, so this book will appeal to computer vision novices as well as experts of the subject wanting to learn the brand new OpenCV 3.0.0. You will build a theoretical foundation of image processing and video analysis, and progress to the concepts of classification through machine learning, acquiring the technical know-how that will allow you to create and use object detectors and classifiers, and even track objects in movies or video camera feeds. Finally, the journey will end in the world of artificial neural networks, along with the development of a hand-written digits recognition application. Style and approach This book is a comprehensive guide to the brand new OpenCV 3 with Python to develop real-life computer vision applications.

Zinc It! Roland Hughes,1995

Information Security Theory and Practice Raja Naeem Akram,Sushil Jajodia,2015-08-21 This volume constitutes the refereed proceedings of the 9th IFIP WG 11.2 International Conference(formerly Workshop) on Information Security Theory and Practices, WISTP 2015, held in Heraklion, Crete, Greece, in August 2015. The 14 revised full papers and 4 short papers presented together were carefully reviewed and selected from 52 submissions. WISTP 2015 sought original submissions from academia and industry presenting novel research on all theoretical and practical aspects of security and privacy, as well as experimental studies of elded systems, the application of security technology, the implementation of systems, and lessons learned. We encouraged submissions from other communities such as law, business, and policy that present these communities' perspectives on technological issues.

Database and Expert Systems Applications Vladimir Marik,Jiri Lazansky,1993-08-25 This volume constitutes the proceedings of the 4th International Conference on Database and Expert Systems Applications (DEXA), held in Prague, Czech Republic, in September 1993. Traditionally the objective of the DEXA conferences is to serve as an international forum for the discussion and exchange of

research results and practical experinece among theoreticians and professionals working in the field of database and artificial intelligence technologies. Despite the fact that in the conference title the applications aspect is mentioned explicitly, the theoretical and the practical points of view in the field are well-balanced in the program of DEXA'93. The growing importance of the conference series is outlined by the remarkably high number of 269 submissions and by the support given by renown organizations. DEXA'93 is held for the first time outside the former GDR in an East-European country, and is essentially contributing to the advancement of the East-West scientific cooperation in the field of database and AI systems. This proceedings contains the 78 contributed papers carefully selected by an international program committee with thesupport of a high number of subreferees. The volume is organized in sectionson data models, distributed databases, advanced database aspects, database optimization and performance evaluation, spatial and geographic databases, expert systems and knowledge engineering, legal systems, other database and artificial intelligence applications, software engineering, and hypertext/hypermedia and user interfaces.

Beginning Android 4 Games Development Mario Zechner,Robert Green,2012-01-25 Beginning Android 4 Games Development offers everything you need to join the ranks of successful Android game developers. You'll start with game design fundamentals and programming basics, and then progress toward creating your own basic game engine and playable game that works on Android 4.0 and earlier devices. This will give you everything you need to branch out and write your own Android games. The potential user base and the wide array of available high-performance devices makes Android an attractive target for aspiring game developers. Do you have an awesome idea for the next break-through mobile gaming title? Beginning Android 4 Games Development will help you kick-start your project. The book will guide you through the process of making several example

games for the Android platform, and involves a wide range of topics: The fundamentals of Android game development targeting Android 1.5-4.0+ devices The Android platform basics to apply those fundamentals in the context of making a game The design of 2D and 3D games and their successful implementation on the Android platform

Beginning Android Games Mario Zechner,J. F. DiMarzio,Robert Green,2016-12-08 Learn all of the basics needed to join the ranks of successful Android game developers. You'll start with game design fundamentals and Android programming basics, and then progress toward creating your own basic game engine and playable game apps that work on Android smartphones and tablets. Beginning Android Games, Third Edition gives you everything you need to branch out and write your own Android games for a variety of hardware. Do you have an awesome idea for the next break-through mobile gaming title? Beginning Android Games will help you kick-start your project. This book will guide you through the process of making several example game apps using APIs available in Android. What You'll Learn Gain the fundamentals of game programming in the context of the Android platform Use Android's APIs for graphics, audio, and user input to reflect those fundamentals Develop two 2D games from scratch, based on Canvas API and OpenGL ES Create a full-featured 3D game Publish your games, get crash reports, and support your users Complete your own playable 2D OpenGL games Who This Book Is For People with a basic knowledge of Java who want to write games on the Android platform. It also offers information for experienced game developers about the pitfalls and peculiarities of the platform.

The Definitive Guide to NetBeans Platform Heiko Bock,2009-07-31 The Definitive Guide to NetBeansTM Platform is a thorough and definitive introduction to the NetBeans Platform, covering all its major application programming interfaces (APIs) in detail, with relevant code examples used throughout. The original

German book on which this title is based was well received. The NetBeans platform community has put together this English translation, which author Heiko Böck updated to cover NetBeans platform 6.5 APIs. With an introduction by known NetBeans platform experts Jaroslav Tulach, Tim Boudreau, and Geertjan Wielenga, this is the most up-to-date book on this topic. All NetBeans platform developers will be interested in purchasing it, because several topics in the book have not been documented anywhere else.

Dr. Dobb's Journal ,2004

The Joy of X Niall Mansfield,1993 ARE YOU A system manager who needs to understand X architecture toolsand techniques? An IT director or manager deciding whether your organizationshould go the X route? A programmer who wants an overview of X before exploring thesystem in detail? Involved in technical support and looking for an understandingof how X works? Confused by the GUI wars between OPEN LOOK and Motif? Involved in sales or marketing and need to understand yourcustomers? THEN THE JOY OF X IS FOR YOU It provides an introduction to the X Window System, the de factostandard windowing system for workstations, minicomputers, mainframes and supercomputers running UNIX, MS and otheroperating systems. THE JOY OF X pulls together material from awide range of sources to provide a complete picture of the systemso that you can understand the important features and issues.FEATURES INCLUDE: Topic coverage divided into three sections: X in a nutshell - a quick managers' overviewHow X works, in detail, and how the user sees itUsing the system, system administration, performance andprogramming Written in a clear, uncomplicated style, and containing over200 illustrations for maximum accessibility A flexibile, modular structure that makes it easy to skip tothe sections that interest you and avoid technical details thatdon't I find this book extraordinary. It's one of the first books onX which addresses questions of information systems policy withrespect to the X

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Make: Arduino Bots and Gadgets Kimmo Karvinen,Tero Karvinen,2011-03-24 Provides information on creating a variety of gadgets and controllers using Arduino.

Learning Android Game Development Nikhil Malankar,2017-05-26 Learn the art of making Android games and turn your game development dreams into reality About This Book Leverage the latest features of Android N to create real-world 2D games Architect a 2D game from scratch and level up your Android game development skill Transition from developing simple 2D games to 3D games using basic Java code Who This Book Is For If you are a mobile developer who has basic Java programming knowledge, then this book is ideal for you. Previous Android development experience is not needed; however, basic mobile development knowledge is essential. What You Will Learn Understand the nuts and bolts of developing highly interactive and interesting games for Android N Link the interface to the code used in games through simple methods Interact with the images on the screen and also learn to animate them Set and save the game state and save high scores, hit points, and so on for your games Get a grasp of various collision techniques and implement the bounding box technique Convert your 2D games to 3D games using Android N Get an understanding of the process of UI creation using Android Studio In Detail In this book, we'll start with installing Android studio and its components, and setting it up ready for Android N. We teach you how to take inputs from users, create images and interact with them, and work with sprites to create animations. You'll then explore the various collision detection methods and use sprites to create an explosion. Moving

on, you'll go through the process of UI creation and see how to create buttons as well as display the score and other parameters on screen. By the end of the book, you will have a working example and an understanding of a 2D platform game like Super Mario and know how to convert your 2D games to 3D games. Style and approach This easy-to-understand guide follows a step-by-step approach to building games, and contains plenty of graphical examples for you to follow and grasp quickly, giving you the chance to implement the concepts practically.

Learning Java by Building Android Games John Horton,2021-03-26 Get ready to learn Java the fun way by developing games for the Android platform with this new and updated third edition Key FeaturesLearn Java, Android, and object-oriented programming from scratchFind out how to build games including Sub Hunter, Retro Pong, Bullet Hell, Classic Snake, and Scrolling ShootersCreate and design your own games by learning all the concepts that a game developer must knowBook Description Android is one of the most popular mobile operating systems today. It uses the most popular programming language, Java, as one of the primary languages for building apps of all types. Unlike most other Android books, this book doesn't assume that you have any prior knowledge of Java programming, instead helps you get started with building Android games as a beginner. This new, improved, and updated third edition of Learning Java by Building Android Games helps you to build Android games from scratch. Once you've got to grips with the fundamentals, the difficulty level increases steadily as you explore key Java topics, such as variables, loops, methods, object-oriented programming (OOP), and design patterns while working with up-to-date code and supporting examples. At each stage, you'll be able to test your understanding by implementing the concepts that you've learned to develop a game. Toward the end, you'll build games such as Sub Hunter, Retro Pong, Bullet Hell, Classic Snake, and Scrolling Shooter. By the end of this Java book, you'll not only have a solid

understanding of Java and Android basics but will also have developed five cool games for the Android platform. What you will learnSet up a game development environment in Android StudioRespond to a player's touch and program intelligent enemies who can challenge the player in different waysExplore collision detection, sprite sheets animation, simple tracking and following, AI, parallax backgrounds, and particle explosionsAnimate objects at 60 FPS and manage multiple independent objects using OOPWork with design patterns such as OOP, singleton, strategy, and entity-componentWork with the Android API, the SoundPool API, Paint, Canvas, Bitmap classes, and detect version numbersWho this book is for Learning Java by Building Android Games is for anyone who is new to Java, Android, or game programming and wants to develop Android games. The book will also serve as a refresher for those who already have experience using Java on Android or any other platform but are new to game development.

Android User Interface Design Ian G. Clifton,2015-11-21 Build Android 6 Material Design Apps That Are Stunningly Attractive, Functional, and Intuitive As Android development has matured and grown increasingly competitive, developers have recognized the crucial importance of good design. With Material Design, Google introduced its most radical visual changes ever, and made effective design even more essential. Android 6 and the design support library continue to push mobile design forward. In Android User Interface Design, Second Edition, leading Android developer and user experience (UX) advocate Ian G. Clifton shows how to combine exceptional usability and outstanding visual appeal. Clifton helps you build apps that new users can succeed with instantly: apps that leverage users' previous experience previous experience, reflect platform conventions, and never test their patience. You won't need any design experience: Clifton walks you through the entire process, from wireframes and flowcharts to finished apps with polished animations and advanced compositing.

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   Pro Android Web Game Apps Juriy Bura,Paul Coates,2012-12-03 Dive into game development and create great multiplayer online games with Pro Android Web Game Apps. This hands-on guide covers both the theory and practice of browser game development for the Android platform. You'll use cutting-edge technologies to make game engines in your browser, establish real-time server communication, and create amazing gaming experiences with artificial intelligence and rich media. Bring your knowledge of HTML and JavaScript to the next level with Pro Android Web Game Apps. You are guided through exciting

projects that give you firsthand experience with core game app development concepts. You'll start with a blank HTML page, and by the end of the book, have the skills needed to create a multiplayer online game with rich graphics, sound, animation, and more—even if you have no previous games development or server-side experience.

JavaFX Rich Client Programming on the NetBeans Platform Paul Anderson,Gail Anderson,2014-09-15 JavaFX is a state-of-the-art graphics toolkit that is now built into Java and can be easily integrated with the NetBeans Platform. With JavaFX, you can create advanced user interfaces, manipulate media, generate graphical effects and animations, and much more. The NetBeans Platform provides a framework for building robust, modular applications with long life expectancies. Together, JavaFX and the NetBeans Platform provide the basis for creating visually appealing, industrial-strength applications. Focusing on JavaFX as the front end for rich client applications, this guide's examples cover JavaFX 8 with the NetBeans Platform, NetBeans IDE, and Java 8. Gail and Paul Anderson fully explain JavaFX and its relationship with the NetBeans Platform architecture, and systematically show Java developers how to use them together effectively. Each concept and technique is supported by clearly written code examples, proven through extensive classroom teaching. Coverage includes Background basics with Java, JavaFX, and UI events Building loosely coupled applications NetBeans Platform Modules and Lookup NetBeans Platform Nodes, Explorer Views, and Actions Building CRUD-based applications Integrating JavaFX with a Swing-based framework Using JavaFX Charts with the NetBeans Platform Using the NetBeans Platform File System and Data System Keeping the UI responsive

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