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Java 9 Programming Blueprints - Jason Lee
2017-07-27

Build a variety of real-world applications by taking advantage of the newest features of Java

9 About This Book See some of the new features of Java 9 and be introduced to parts of the Java SDK This book provides a set of diverse, interesting projects that range in complexity

from fairly simple to advanced and cover HTTP 2.0 Take advantage of Java's new modularity features to write real-world applications that solve a variety of problems Who This Book Is For This book is for Java developers who are already familiar with the language. Familiarity with more advanced topics, such as network programming and threads, would be helpful, but is not assumed. What You Will Learn Learn how to package Java applications as modules by using the Java Platform Module System Implement process management in Java by using the all-new process handling API Integrate your applications with third-party services in the cloud Interact with mail servers using JavaMail to build an application that filters spam messages Learn to use JavaFX to build rich GUI based applications, which are an essential element of application development Write microservices in Java using platform libraries and third-party frameworks Integrate a Java application with MongoDB to build a cloud-

based note taking application In Detail Java is a powerful language that has applications in a wide variety of fields. From playing games on your computer to performing banking transactions, Java is at the heart of everything. The book starts by unveiling the new features of Java 9 and quickly walks you through the building blocks that form the basis of writing applications. There are 10 comprehensive projects in the book that will showcase the various features of Java 9. You will learn to build an email filter that separates spam messages from all your inboxes, a social media aggregator app that will help you efficiently track various feeds, and a microservice for a client/server note application, to name a few. The book covers various libraries and frameworks in these projects, and also introduces a few more frameworks that complement and extend the Java SDK. Through the course of building applications, this book will not only help you get to grips with the various features of Java 9, but

will also teach you how to design and prototype professional-grade applications with performance and security considerations. Style and approach This is a learn-as-you-build practical guide to building full-fledged applications using Java 9. With a project-based approach, we'll improve your Java skills. You will experience a variety of solutions to problems with Java.

Deep Learning and Neural Networks: Concepts, Methodologies, Tools, and Applications - Management Association, Information Resources 2019-10-11

Due to the growing use of web applications and communication devices, the use of data has increased throughout various industries. It is necessary to develop new techniques for managing data in order to ensure adequate usage. Deep learning, a subset of artificial intelligence and machine learning, has been recognized in various real-world applications such as computer vision, image processing, and

pattern recognition. The deep learning approach has opened new opportunities that can make such real-life applications and tasks easier and more efficient. Deep Learning and Neural Networks: Concepts, Methodologies, Tools, and Applications is a vital reference source that trends in data analytics and potential technologies that will facilitate insight in various domains of science, industry, business, and consumer applications. It also explores the latest concepts, algorithms, and techniques of deep learning and data mining and analysis.

Highlighting a range of topics such as natural language processing, predictive analytics, and deep neural networks, this multi-volume book is ideally designed for computer engineers, software developers, IT professionals, academicians, researchers, and upper-level students seeking current research on the latest trends in the field of deep learning.

[Building Android Apps with HTML, CSS, and JavaScript](#) - Jonathan Stark 2010-09-27

If you know HTML, CSS, and JavaScript, you already have the tools you need to develop Android applications. This hands-on book shows you how to use these open source web standards to design and build apps that can be adapted for any Android device -- without having to use Java. You'll learn how to create an Android-friendly web app on the platform of your choice, and then convert it to a native Android app with the free PhoneGap framework. Discover why device-agnostic mobile apps are the wave of the future, and start building apps that offer greater flexibility and a broader reach. Learn the basics for making a web page look great on the Android web browser Convert a website into a web application, complete with progress indicators and more Add animation with jQTouch to make your web app look and feel like a native Android app Take advantage of client-side data storage with apps that run even when the Android device is offline Use PhoneGap to hook into advanced Android features -- including the accelerometer,

geolocation, and alerts Test and debug your app on the Web under load with real users, and then submit the finished product to the Android Market This book received valuable community input through O'Reilly's Open Feedback Publishing System (OFPS). Learn more at <http://labs.oreilly.com/ofps.html>.

E-Banking Management: Issues, Solutions, and Strategies - Shah, Mahmood 2009-05-31

"This book focuses on human, operational, managerial, and strategic organizational issues in e-banking"--Provided by publisher.

JavaFX Essentials - Mohamed Taman 2015-06-29

JavaFX is a software platform to create and deliver rich Internet applications (RIAs) that can run across a wide variety of devices. JavaFX Essentials will help you to design and build high performance JavaFX 8-based applications that run on a variety of devices. Starting with the basics of the framework, it will take you all the way through creating your first working application to discovering the core and main

JavaFX 8 features, then controlling and monitoring your outside world. The examples provided illustrate different JavaFX and Java SE 8 features. This guide is an invaluable tutorial if you are planning to develop and create JavaFX 8 applications to run on a variety of devices and platforms.

Web Development with TIBCO General

Interface - Anil Gurnani 2009-02-05

This is the eBook version of the book and does not include a CD. All CD materials are available for download at informit.com/title/0321563298 *Web Development with TIBCO General Interface Building AJAX Clients for Enterprise SOA* *by Anil Gurnani* *Use TIBCO General Interface to build web applications with state-of-the-art performance and usability* *TIBCO General Interface provides powerful tools and a framework to craft AJAX-based web applications that rival desktop applications in performance and usability. This is the only book that offers developers thorough guidance for using TIBCO's*

award-winning open source tools to build interactive, high-performance GUIs and integrate them with leading server-side technologies. Experienced TIBCO General Interface developer Anil Gurnani focuses on applying General Interface in real-world production applications and presents numerous working examples that can easily be adapted for your existing sites and applications. *You'll first walk through the fundamental concepts and techniques needed to build powerful General Interface clients. Next, you'll dive into specific back-end technologies, mastering them through start-to-finish case study projects. Finally, drawing on his own experience building enterprise-class General Interface applications for the financial services industry, Gurnani illuminates advanced topics ranging from charting and collaboration to application optimization. Coverage includes Integrating XML and XSL with TIBCO General Interface's XML Mapping utility Extending General*

Interface widgets with object-oriented JavaScript Integrating with web services, databases, portals, and messaging systems: start-to-finish case study sample applications Integrating General Interface applications into service-oriented enterprises using Enterprise Service Bus (ESB) Using OpenAJAX Hub (TIBCO PageBus) to simplify collaboration among GUI components ħ Anil Gurnani's book greatly augments the available information for developers learning and using TIBCO's General Interface. ...With this book, you will quickly be building General Interface applications, faster and easier than ever before. —Michael Peachey, co-founder of General Interface and Director of User Experience, TIBCO Software ħ Anil Gurnani has written extensively on technical topics for many prestigious magazines. He is an adjunct at SCPS, New York University, where he teaches advanced courses focused on web and enterprise technologies including Core Java, JEE, and .NET. He is also an expert at managing large, global,

multifunctional teams to architect and build complex distributed systems with a portfolio of front-end applications and back-end services. [EJB 3 in Action](#) - Reza Rahman 2014-04-06 Summary Building on the bestselling first edition, EJB 3 in Action, Second Edition tackles EJB 3.2 head-on, through numerous code samples, real-life scenarios, and illustrations. This book is a fast-paced tutorial for Java EE 6 business component development using EJB 3.2, JPA 2, and CDI. Besides covering the basics of EJB 3.2, this book includes in-depth EJB 3.2 internal implementation details, best practices, design patterns, and performance tuning tips. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book The EJB 3 framework provides a standard way to capture business logic in manageable server-side modules, making it easier to write, maintain, and extend Java EE applications. EJB 3.2 provides more enhancements and intelligent defaults and

integrates more fully with other Java technologies, such as CDI, to make development even easier. EJB 3 in Action, Second Edition is a fast-paced tutorial for Java EE business component developers using EJB 3.2, JPA, and CDI. It tackles EJB head-on through numerous code samples, real-life scenarios, and illustrations. Beyond the basics, this book includes internal implementation details, best practices, design patterns, performance tuning tips, and various means of access including Web Services, REST Services, and WebSockets. Readers need to know Java. No prior experience with EJB or Java EE is assumed. What's Inside Fully revised for EJB 3.2 POJO persistence with JPA 2.1 Dependency injection and bean management with CDI 1.1 Interactive application with WebSocket 1.0 About the Authors Debu Panda, Reza Rahman, Ryan Cuprak, and Michael Remijan are seasoned Java architects, developers, authors, and community leaders. Debu and Reza coauthored the first

edition of EJB 3 in Action. Table of Contents
PART 1 OVERVIEW OF THE EJB LANDSCAPE
What's what in EJB 3 A first taste of EJB PART 2
WORKING WITH EJB COMPONENTS Building
business logic with session beans Messaging and
developing MDBs EJB runtime context,
dependency injection, and crosscutting logic
Transactions and security Scheduling and timers
Exposing EJBs as web services PART 3 USING
EJB WITH JPA AND CDI JPA entities Managing
entities JPQL Using CDI with EJB 3 PART 4
PUTTING EJB INTO ACTION Packaging EJB 3
applications Using WebSockets with EJB 3
Testing and EJB

Head First Design Patterns - Eric Freeman
2004-10-25

Using research in neurobiology, cognitive science and learning theory, this text loads patterns into your brain in a way that lets you put them to work immediately, makes you better at solving software design problems, and improves your ability to speak the language of

patterns with others on your team.

Informatics Practices for Class 11 - Dr. Pranab

Kumar Das Gupta & Ramprosad Mondal

A book on Computers

Securing the Internet of Things: Concepts, Methodologies, Tools, and Applications -

Management Association, Information Resources

2019-09-06

The ubiquity of modern technologies has allowed for increased connectivity between people and devices across the globe. This connected infrastructure of networks creates numerous opportunities for applications and uses. As the applications of the internet of things continue to progress so do the security concerns for this technology. The study of threat prevention in the internet of things is necessary as security breaches in this field can ruin industries and lives. Securing the Internet of Things: Concepts, Methodologies, Tools, and Applications is a vital reference source that examines recent developments and emerging trends in security

and privacy for the internet of things through new models, practical solutions, and technological advancements related to security. Highlighting a range of topics such as cloud security, threat detection, and open source software, this multi-volume book is ideally designed for engineers, IT consultants, ICT procurement managers, network system integrators, infrastructure service providers, researchers, academics, and professionals interested in current research on security practices pertaining to the internet of things.

Object Oriented Programming using Java -

Simon Kendal 2009

Java Projects - Bpb 2004-11-01

The java projects book enables you to develop java applications using an easy and simple approach. The book is designed for the readers, who are familiar with java programming. The book provides numerous listings and figures for an affective

understanding of java concepts. The book consists of a CD that includes source code for all the java applications. Table of contents: Chapter 1 Creating a calculator applications Chapter 2 Creating analog clock applications Chapter 3 Creating a 9-box puzzle game Chapter 4 Student information management system Chapter 5 Creating a text editor applications Chapter 6 Creating an online test applications Chapter 7 Creating a shopping cart applications Chapter 8 Share trading application Chapter 9 Online banking applications

Ontologies and Big Data Considerations for Effective Intelligence - Lu, Joan 2017-02-08

Across numerous industries in modern society, there is a constant need to gather precise and relevant data efficiently and quickly. As such, it is imperative to research new methods and approaches to increase productivity in these areas. *Ontologies and Big Data Considerations for Effective Intelligence* is a key source on the latest advancements in multidisciplinary

research methods and applications and examines effective techniques for managing and utilizing information resources. Featuring extensive coverage across a range of relevant perspectives and topics, such as visual analytics, spatial databases, retrieval systems, and ontology models, this book is ideally designed for researchers, graduate students, academics, and industry professionals seeking ways to optimize knowledge management processes.

[Hands-on MuleSoft Anypoint Platform Volume 3](#) - Nanda Nachimuthu 2022-02-25

TAGLINE Make Integration simpler and speedy with Enterprise Infrastructure using Anypoint connectors **KEY FEATURES** ● Application connectors and SaaS connectors are described in detail. ● All programmes (DB, JMS, LDAP) are installed with reference applications and screenshots. ● Real-time use cases for creating APIs and application flows are described. **DESCRIPTION** *Hands-on MuleSoft Anypoint platform Volume 3* offers installation and step-

by-step procedures for connecting to various core applications, including "Database, File, SOAP, Email, Virtual Machine, JMS, AMQP, SFTP, LDAP, Java, and ObjectStore." The above connectors' source code and graphics clearly explains how to include modules, configure connectors, test connectivity, and invoke operations. This book explains the business case and endpoint design through the use of a real-world bank application. Using real-world examples such as Workday and Box, you will get well-versed with the fundamental concepts about the connectors. Practicing all of the above activities will help you to gain the experience, but you can also sharpen your skills by incorporating more business principles and procedures. **WHAT YOU WILL LEARN** ● Acquire knowledge of various connectors for mission-critical enterprise applications and databases ● Learn system application settings, components, including database, SOAP web services and much more ● Learn about Netbeans,

ApacheMQ, and WSDL as you integrate the system infrastructure. ● Use-cases and examples to aid in the adoption of the MuleSoft enterprise application. **WHO THIS BOOK IS FOR** This book is intended for Business Analysts, Quality Engineers, Human Resources, and Information Technology workers. No prior programming knowledge is required. **TABLE OF CONTENTS** 1. MuleSoft Connectors Introduction 2. Database Connector 3. File Connector 4. SOAP Webservice Connector 5. E-mail Connector 6. VM Connector 7. JMS connector 8. AMQP Connector 9. Script Engine Connector 10. SFTP Connector 11. LDAP Connector 12. Java Connector

Thinking in Java - Bruce Eckel 2003

An overview of the programming language's fundamentals covers syntax, initialization, implementation, classes, error handling, objects, applets, multiple threads, projects, and network programming.

[Java 7 for Absolute Beginners](#) - Jay Bryant

2012-03-15

Java 7 Programming for Absolute Beginners introduces the new core, open source Java Development Kit. Its focus is on practical knowledge and its completeness—it provides all the bits and pieces an utter novice needs to get started programming in Java. It seems as if everyone is writing applications or apps these days for Android, BlackBerry, and the enterprise—it's where the money's at. But, how do they do it? Well, it's best to start by learning Java, one of the most popular programming languages around these days, still. Yes, that's right. This book: Teaches Java development in language anyone can understand, giving you the best possible start Provides simple, step-by-step examples that make learning easy, allowing you to pick up the concepts without fuss Offers clear code descriptions and layout so that you can get your code running as soon as possible

Sport Facility Operations Management - Eric C. Schwarz 2015-06-05

Anybody working in sport management will be involved in the operation of a sports facility at some point in their career. It is a core professional competency at the heart of successful sport business. Sport Facility Operations Management is a comprehensive and engaging textbook which introduces cutting-edge concepts in facilities and operations management, including practical guidance from professional facility managers. Now in a fully revised and updated second edition—which introduces new chapters on capital investment and operational decision-making—the book covers all fundamental aspects of sport facility operations management from a global perspective, including: ownership structures and financing options planning, design, and construction processes organizational and human resource management financial and operations management legal concerns marketing management and event planning risk assessment and security planning benchmarking

and performance management Each chapter contains newly updated real-world case studies and discussion questions, innovative 'Technology Now!' features and step-by-step guidance through every element of successful sport facilities and operations management, while an expanded companion website offers lecture slides, a sample course syllabus, a bank of multiple-choice and essay questions, glossary flashcards links to further reading, and appendices with relevant supplemental documentation. With a clear structure running from planning through to the application of core management disciplines, Sport Facility Operations Management is essential reading for any sport management course.

Integrated Intelligent Computing, Communication and Security - A.N. Krishna
2018-09-14

This book highlights the emerging field of intelligent computing and developing smart systems. It includes chapters discussing the

outcome of challenging research related to distributed computing, smart machines and their security related research, and also covers next-generation communication techniques and the networking technologies that have the potential to build the future communication infrastructure. Bringing together computing, communications and other aspects of intelligent and smart computing, it contributes to developing a roadmap for future research on intelligent systems.

Practical Database Programming with Java - Ying Bai 2011-09-09

Covers fundamental and advanced Java database programming techniques for beginning and experienced readers This book covers the practical considerations and applications in database programming using Java NetBeans IDE, JavaServer Pages, JavaServer Faces, and Java Beans, and comes complete with authentic examples and detailed explanations. Two data-action methods are developed and

presented in this important resource. With Java Persistence API and plug-in Tools, readers are directed step by step through the entire database programming development process and will be able to design and build professional data-action projects with a few lines of code in mere minutes. The second method, runtime object, allows readers to design and build more sophisticated and practical Java database applications. Advanced and updated Java database programming techniques such as Java Enterprise Edition development kits, Enterprise Java Beans, JavaServer Pages, JavaServer Faces, Java RowSet Object, and JavaUpdatable ResultSet are also discussed and implemented with numerous example projects. Ideal for classroom and professional training use, this text also features: A detailed introduction to NetBeans Integrated Development Environment Java web-based database programming techniques (web applications and web services) More than

thirty detailed, real-life sample projects analyzed via line-by-line illustrations Problems and solutions for each chapter A wealth of supplemental material available for download from the book's ftp site, including PowerPoint slides, solution manual, JSP pages, sample image files, and sample databases Coverage of two popular database systems: SQL Server 2008 and Oracle This book provides undergraduate and graduate students as well as database programmers and software engineers with the necessary tools to handle the database programming issues in the JavaNetBeans environment. To obtain instructor materials please send an email to: pressbooks@ieee.org
Android Studio Development Essentials - Neil Smyth 2015-01-12
The goal of this book is to teach the skills necessary to develop Android based applications using the Android Studio development environment and the Android 5.0 Software Development Kit (SDK). Beginning with the

basics, this book provides an outline of the steps necessary to set up an Android development and testing environment. An overview of Android Studio is included covering areas such as tool windows, the code editor and the Designer tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. More advanced topics such as database management, content providers and intents are also covered, as are touch screen handling, gesture recognition, camera access and the playback and recording of both video and audio. This edition of the book also covers features such as printing, transitions and cloud-based file storage. In addition to covering general Android development techniques, the book also includes Google Play specific topics such as implementing maps using the Google Maps Android API, in-app billing and submitting apps to the Google Play Developer Console. Chapters also cover advanced features

of Android Studio such as Gradle build configuration and the implementation of build variants to target multiple Android device types from a single project code base. Assuming you already have some Java programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac or Linux system and ideas for some apps to develop, you are ready to get started.

Trends in Computer Science, Engineering and Information Technology - Dhinakaran Nagamalai
2011-09-14

This book constitutes the refereed proceedings of the First International Conference on Computer Science, Engineering and Information Technology, CCSEIT 2011, held in Tirunelveli, India, in September 2011. The 73 revised full papers were carefully reviewed and selected from more than 400 initial submissions. The papers feature significant contributions to all major fields of the Computer Science and

Information Technology in theoretical and practical aspects.

Learning AngularJS - Ken Williamson 2015-03-18

With AngularJS, you can quickly build client-side applications that run well on any desktop or mobile platform, using REST web services for backend processes. You may have heard that the learning curve for this JavaScript MVC framework is too steep, but that's not the case.

This practical guide provides a hands-on approach to learning AngularJS that will have you building high-quality applications and websites in no time. Along with a conceptual understanding of the framework, you'll also gain direct experience with AngularJS by building a sample application throughout the book. If you're familiar with JavaScript, web development, and software design concepts and patterns, this book is the perfect way to get started. Understand how AngularJS differs from other MVC frameworks Learn about AngularJS controllers, views, and models by diving into the

book's sample project Connect your working application to public REST services Build the application's security layer with non-REST AngularJS services Explore the basics of building and testing AngularJS directives Use AngularJS as part of the MEAN stack (MongoDB, ExpressJS, AngularJS, and Node.js) Discover how search engine optimization relates to AngularJS applications and sites

Java Examples - David Flanagan 2000

International Conference on Advanced Computing Networking and Informatics - Raj Kamal 2018-11-27

The book comprises selected papers presented at the International Conference on Advanced Computing, Networking and Informatics (ICANI 2018), organized by Medi-Caps University, India. It includes novel and original research work on advanced computing, networking and informatics, and discusses a wide variety of industrial, engineering and scientific

applications of the emerging techniques in the field of computing and networking.

Trends in Network and Communications - David C. Wyld 2011-06-30

This book constitutes the proceedings of three International Conferences, NeCoM 2011, on Networks & Communications, WeST 2011, on Web and Semantic Technology, and WiMoN 2011, on Wireless and Mobile Networks, jointly held in Chennai, India, in July 2011. The 74 revised full papers presented were carefully reviewed and selected from numerous submissions. The papers address all technical and practical aspects of networks and communications in wireless and mobile networks dealing with issues such as network protocols and wireless networks, data communication technologies, and network security; they present knowledge and results in theory, methodology and applications of the Web and semantic technologies; as well as current research on wireless and mobile communications, networks,

protocols and on wireless and mobile security. *A Guide to the Project Management Body of Knowledge (PMBOK® Guide) - Seventh Edition and The Standard for Project Management (BRAZILIAN PORTUGUESE)* - Project Management Institute Project Management Institute 2021-08-01

PMBOK® Guide is the go-to resource for project management practitioners. The project management profession has significantly evolved due to emerging technology, new approaches and rapid market changes. Reflecting this evolution, The Standard for Project Management enumerates 12 principles of project management and the PMBOK® Guide &- Seventh Edition is structured around eight project performance domains. This edition is designed to address practitioners' current and future needs and to help them be more proactive, innovative and nimble in enabling desired project outcomes. This edition of the PMBOK® Guide: • Reflects the full range of development

approaches (predictive, adaptive, hybrid, etc.); • Provides an entire section devoted to tailoring the development approach and processes; • Includes an expanded list of models, methods, and artifacts; • Focuses on not just delivering project outputs but also enabling outcomes; and • Integrates with PMI standards+™ for information and standards application content based on project type, development approach, and industry sector.

Making Java Groovy - Kenneth Kousen
2013-09-18

Summary Making Java Groovy is a practical handbook for developers who want to blend Groovy into their day-to-day work with Java. It starts by introducing the key differences between Java and Groovy—and how you can use them to your advantage. Then, it guides you step-by-step through realistic development challenges, from web applications to web services to desktop applications, and shows how Groovy makes them easier to put into

production. About this Book You don't need the full force of Java when you're writing a build script, a simple system utility, or a lightweight web app—but that's where Groovy shines brightest. This elegant JVM-based dynamic language extends and simplifies Java so you can concentrate on the task at hand instead of managing minute details and unnecessary complexity. Making Java Groovy is a practical guide for developers who want to benefit from Groovy in their work with Java. It starts by introducing the key differences between Java and Groovy and how to use them to your advantage. Then, you'll focus on the situations you face every day, like consuming and creating RESTful web services, working with databases, and using the Spring framework. You'll also explore the great Groovy tools for build processes, testing, and deployment and learn how to write Groovy-based domain-specific languages that simplify Java development. Written for developers familiar with Java. No

Groovy experience required. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. What's Inside Easier Java Closures, builders, and metaprogramming Gradle for builds, Spock for testing Groovy frameworks like Grails and Griffon About the Author Ken Kousen is an independent consultant and trainer specializing in Spring, Hibernate, Groovy, and Grails. Table of Contents PART 1: UP TO SPEED WITH GROOVY Why add Groovy to Java? Groovy by example Code-level integration Using Groovy features in Java PART 2: GROOVY TOOLS Build processes Testing Groovy and Java projects PART 3: GROOVY IN THE REAL WORLD The Spring framework Database access RESTful web services Building and testing web applications **MySQL and Java Developer's Guide** - Mark Matthews 2003-03-14 Shows Java developers everything they need to know to build Java database applications with MySQL. Takes a hands-on, code-intensive

approach in which readers will learn how to build a sophisticated Web database management application. Begins with a review of the fundamentals of MySQL. Explains using Java's JDBC with MySQL, as well as servlet and JSP programming with MySQL. Provides a code-rich tutorial on how to build the sample Java database application using EJBs. The companion Web site provides the full code examples plus links to useful sites.

F & S Index United States Annual - 2007

Cloud Security and Privacy - Tim Mather
2009-09-04

You may regard cloud computing as an ideal way for your company to control IT costs, but do you know how private and secure this service really is? Not many people do. With Cloud Security and Privacy, you'll learn what's at stake when you trust your data to the cloud, and what you can do to keep your virtual infrastructure and web applications secure. Ideal for IT staffers,

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information security and privacy practitioners, business managers, service providers, and investors alike, this book offers you sound advice from three well-known authorities in the tech security world. You'll learn detailed information on cloud computing security that-until now-has been sorely lacking. Review the current state of data security and storage in the cloud, including confidentiality, integrity, and availability Learn about the identity and access management (IAM) practice for authentication, authorization, and auditing of the users accessing cloud services Discover which security management frameworks and standards are relevant for the cloud Understand the privacy aspects you need to consider in the cloud, including how they compare with traditional computing models Learn the importance of audit and compliance functions within the cloud, and the various standards and frameworks to consider Examine security delivered as a service-a different facet of cloud security

Learning UML 2.0 - Russ Miles 2006-04-25

With its clear introduction to the Unified Modeling Language (UML) 2.0, this tutorial offers a solid understanding of each topic, covering foundational concepts of object-orientation and an introduction to each of the UML diagram types.

Network Security Assessment - Chris McNab 2004

A practical handbook for network administrators who need to develop and implement security assessment programs, exploring a variety of offensive technologies, explaining how to design and deploy networks that are immune to offensive tools and scripts, and detailing an efficient testing model. Original. (Intermediate)

Mastering Enterprise JavaBeans - Ed Roman 2004-12-22

Includes more than 30 percent revised material and five new chapters, covering the new 2.1 features such as EJB Timer Service and JMS as well as the latest open source Java solutions The

book was developed as part of TheServerSide.com online EJB community, ensuring a built-in audience Demonstrates how to build an EJB system, program with EJB, adopt best practices, and harness advanced EJB concepts and techniques, including transactions, persistence, clustering, integration, and performance optimization Offers practical guidance on when not to use EJB and how to use simpler, less costly open source technologies in place of or in conjunction with EJB

Sams Teach Yourself the Twitter API in 24 Hours - Christopher Peri 2011-06-20

In just 24 sessions of one hour or less, you'll learn how to build great new social applications with the latest versions of the Twitter API. Using this book's straightforward, step-by-step approach, you'll discover all you can do with the Twitter API, and master everything from the absolute basics to the newest innovations. One step at a time, you'll learn how to build Twitter clients and extend them with more power... use

advanced features like streaming and geotagging... even build mobile Twitter apps for iPhone and Android! Each lesson builds on what you've already learned resulting in a fully functional Twitter application, giving you a strong real-world foundation for success, even if you're completely new to Twitter development! Step-by-step instructions carefully walk you through the most common Twitter API programming tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Learn how to... Make the right upfront decisions in planning your application Integrate Twitter support into existing sites, services, and applications Set up your Twitter development environment Make Twitter API calls, handle responses, and develop readers

Construct dynamic frameworks to efficiently generate and manage multiple API calls Build basic clients and extend them to handle more powerful tasks Securely access server resources with OAuth Use Direct Messages, Lists, Search, and other Twitter API features Enable users to control their accounts, establish favorites and friendships, send notifications, and block individuals Build location-based, geotagged applications with Twitter's GEO API Give users up-to-the-minute information about the hottest Twitter topics Get started with Twitter development for iPhone and Android Understand the future of Twitter API development

BMC Control-M 7 - Qiang Ding 2012-10-10

Master one of the world's most powerful enterprise workload automation tools? BMC Control-M 7 - using this book and eBook.

Think Java - Allen B. Downey 2016-05-06

Currently used at many colleges, universities, and high schools, this hands-on introduction to computer science is ideal for people with little or

no programming experience. The goal of this concise book is not just to teach you Java, but to help you think like a computer scientist. You'll learn how to program—a useful skill by itself—but you'll also discover how to use programming as a means to an end. Authors Allen Downey and Chris Mayfield start with the most basic concepts and gradually move into topics that are more complex, such as recursion and object-oriented programming. Each brief chapter covers the material for one week of a college course and includes exercises to help you practice what you've learned. Learn one concept at a time: tackle complex topics in a series of small steps with examples Understand how to formulate problems, think creatively about solutions, and write programs clearly and accurately Determine which development techniques work best for you, and practice the important skill of debugging Learn relationships among input and output, decisions and loops, classes and methods, strings and arrays Work on

exercises involving word games, graphics, puzzles, and playing cards

Computerworld - 2000-02-21

For more than 40 years, Computerworld has been the leading source of technology news and information for IT influencers worldwide.

Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network.

Java RMI - William Grosso 2002

If you're a distributed Java or Enterprise JavaBeans programmer, then you've undoubtedly heard of Java's Remote Method Invocation (RMI). Java programmers use RMI to write efficient, fault-tolerant distributed applications with very little time or effort. Whether you're networking across a LAN or across the Internet, RMI provides Java programmers with a lightweight solution to a heavyweight problem. Java RMI contains a

wealth of experience in designing and implementing applications that use Remote Method Invocation. Novice readers will quickly be brought up to speed on why RMI is such a powerful yet easy-to-use tool for distributed programming, while experts can gain valuable experience for constructing their own enterprise and distributed systems. The book also provides strategies for working with: Serialization, Threading, The RMI registry, Sockets and socket factories, Activation, Dynamic class downloading, HTTP tunnelling, Distributed garbage collection, JNDI, CORBA. In short, a treasure trove of valuable RMI knowledge packed into one book!

The Definitive Guide to Jython - Josh Juneau
2010-12-28

Jython is an open source implementation of the high-level, dynamic, object-oriented scripting language Python seamlessly integrated with the Java platform. The predecessor to Jython, JPython, is certified as 100% Pure Java. Jython is

freely available for both commercial and noncommercial use and is distributed with source code. Jython is complementary to Java. The Definitive Guide to Jython, written by the official Jython team leads, covers Jython 2.5 (or 2.5.x)—from the basics to more advanced features. This book begins with a brief introduction to the language and then journeys through Jython's different features and uses. The Definitive Guide to Jython is organized for beginners as well as advanced users of the language. The book provides a general overview of the Jython language itself, but it also includes intermediate and advanced topics regarding database, web, and graphical user interface

(GUI) applications; Web services/SOA; and integration, concurrency, and parallelism, to name a few.

Handbook on Mobile and Ubiquitous Computing - Laurence T. Yang 2016-04-19

Consolidating recent research in the area, the Handbook on Mobile and Ubiquitous Computing: Status and Perspective illustrates the design, implementation, and deployment of mobile and ubiquitous systems, particularly in mobile and ubiquitous environments, modeling, database components, and wireless infrastructures. Supplying an overarching perspective