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Presents works of art selected from the South and Southeast Asian and Islamic collection of The Metropolitan Museum of Art, lessons plans, and classroom activities. Use Infrastructure as Code (IaC) to automate, test, and streamline infrastructure for business-critical systems. In Infrastructure as Code, Patterns and Practices you will learn how to: Optimize infrastructure for modularity and isolate dependencies Test infrastructure configuration Mitigate, troubleshoot, and isolate failed infrastructure changes Collaborate across teams on infrastructure development Update infrastructure with minimal downtime using blue-green deployments Scale infrastructure systems supporting multiple business units Use patterns for provisioning tools, configuration management, and image building Deliver secure infrastructure configuration to production Infrastructure as Code, Patterns and Practices teaches you to automate infrastructure by applying changes in a codified manner. You'll learn how to create, test, and deploy infrastructure components in a way that's easy to scale and share across an entire organization. The book is full of flexible automation techniques that work whether you're managing your personal projects or making live network changes across a large enterprise. A system administrator or infrastructure engineer will learn essential software development practices for managing IaC, while developers will benefit from in-depth coverage of assembling infrastructure as part of DevOps culture. While the patterns and techniques are tool agnostic, you'll appreciate the easy-to-follow examples in Python and Terraform. About the technology Infrastructure as Code is a set of practices and processes for provisioning and maintaining infrastructure using scripts, configuration, or programming languages. With IaC in place, it's easy to test components, implement features, and scale with minimal downtime. Best of all, since IaC follows good development practices, you can make system-wide changes with just a few code commits! About the book Infrastructure as Code, Patterns and Practices teaches flexible techniques for building resilient, scalable infrastructure, including structuring and sharing modules, migrating legacy systems, and more. Learn to build networks, load balancers, and firewalls using Python and Terraform, and confidently update infrastructure while your software is running. You'll appreciate the expert advice on team collaboration strategies to avoid instability, improve security, and manage costs. What's inside Optimize infrastructure for modularity and isolate dependencies Mitigate, troubleshoot, and isolate failed infrastructure changes Update infrastructure with minimal downtime using blue-green deployments Use patterns for provisioning tools, configuration management, and image building About the reader For infrastructure or software engineers familiar with Python, provisioning tools, and public cloud providers. About the author Rosemary Wang is an educator, contributor, writer, and speaker. She has worked on many infrastructure as code projects, and open source tools such as Terraform, Vault, and Kubernetes. Table of Contents PART 1 FIRST STEPS 1 Introducing infrastructure as code 2 Writing infrastructure as code 3 Patterns for infrastructure modules 4 Patterns for infrastructure dependencies PART 2 SCALING WITH YOUR TEAM 5 Structuring and sharing modules 6 Testing 7 Continuous delivery and branching models 8 Security and compliance PART 3 MANAGING PRODUCTION COMPLEXITY 9 Making changes 10 Refactoring 11 Fixing failures 12 Cost of cloud computing 13 Managing tools When creating complex Java enterprise applications, do you spend a lot of time thumbing through a myriad of books and other resources searching for what you hope will be the API that's right for the project at hand? Java Database Best Practices rescues you from having to wade through books on each of the various APIs before figuring out which method to use! This comprehensive guide introduces each of the dominant APIs (Enterprise JavaBeans, Java Data Objects, the Java Database Connectivity API (JDBC) as well as other, lesser-known options), explores the methodology and design components that use those APIs, and then offers practices most appropriate for different types and makes of databases, as well as different types of applications. Java Database Practices also examines database design, from table and database architecture to normalization, and offers a number of best practices for handling these tasks as well. Learn how to move through the various forms of normalization, understand when to denormalize, and even get detailed instructions on optimizing your SQL queries to make the best use of your database structure. Through it all, this book focuses on practical application of these techniques, giving you information that can immediately be applied to your own enterprise projects. Enterprise applications in today's world are about data-- whether it be information about a product to buy, a user's credit card information, or the color that a customer prefers for their auto purchases. And just as data has grown in importance, the task of accessing that data has grown in complexity. Until now, you have been left on your own to determine which model best suits your application, and how best to use your chosen API. Java Database Practices is the one stop reference book to help you determine what's appropriate for your specific project at hand. Whether it's choosing between an alphabet soup of APIs and technologies--EJB, JDO, JDBC, SQL, RDBMS, OODBMS,

and more on the horizon, this book is an indispensable resource you can't do without. By taking you through the development of a real web application from beginning to end, the second edition of this hands-on guide demonstrates the practical advantages of test-driven development (TDD) with Python. You'll learn how to write and run tests before building each part of your app, and then develop the minimum amount of code required to pass those tests. The result? Clean code that works. In the process, you'll learn the basics of Django, Selenium, Git, jQuery, and Mock, along with current web development techniques. If you're ready to take your Python skills to the next level, this book—updated for Python 3.6—clearly demonstrates how TDD encourages simple designs and inspires confidence. Dive into the TDD workflow, including the unit test/code cycle and refactoring Use unit tests for classes and functions, and functional tests for user interactions within the browser Learn when and how to use mock objects, and the pros and cons of isolated vs. integrated tests Test and automate your deployments with a staging server Apply tests to the third-party plugins you integrate into your site Run tests automatically by using a Continuous Integration environment Use TDD to build a REST API with a front-end Ajax interface "This global synthesis report serves as a call to action to decision makers. It provides a science-based synthesis of the different types of goods and services provided by mangroves and the associated risks in losing these services in the face of ongoing global habitat loss and degradation. The report provides management and policy options at the local, regional and global level with the aim of preventing further losses through effective conservation measures, sustainable management and successful restoration. In addition to the report, key figures and maps are available to download as individual files."--Publisher's description. "HBase: The Definitive Guide" provides the details for evaluating this high-performance, non-relational database, or putting it into practice right away. HBase's adoption rate is beginning to climb, and IT executives are asking pointed questions about this high-capacity database. Publisher Description A guide to completing Python projects for those ready to take their skills to the next level Python Projects is the ultimate resource for the Python programmer with basic skills who is ready to move beyond tutorials and start building projects. The preeminent guide to bridge the gap between learning and doing, this book walks readers through the "where" and "how" of real-world Python programming with practical, actionable instruction. With a focus on real-world functionality, Python Projects details the ways that Python can be used to complete daily tasks and bring efficiency to businesses and individuals alike. Python Projects is written specifically for those who know the Python syntax and lay of the land, but may still be intimidated by larger, more complex projects. The book provides a walk-through of the basic set-up for an application and the building and packaging for a library, and explains in detail the functionalities related to the projects. Topics include: *How to maximize the power of the standard library modules *Where to get third party libraries, and the best practices for utilization *Creating, packaging, and reusing libraries within and across projects *Building multi-layered functionality including networks, data, and user interfaces *Setting up development environments and using virtualenv, pip, and more Written by veteran Python trainers, the book is structured for easy navigation and logical progression that makes it ideal for individual, classroom, or corporate training. For Python developers looking to apply their skills to real-world challenges, Python Projects is a goldmine of information and expert insight. "Blue Pelican Java" is a somewhat unusual high school computer science textbook. Most computer science texts will begin with a section on the history of computers followed with a flurry of definitions that are just "so many words" to the average student. The approach here is to first give the student some experience upon which to hang the definitions that come later. The usual practice of introducing classes and objects is deferred until the student has a firm grasp of the fundamentals (loops, decision structures, etc). Thus, the beginning student is not overwhelmed by the simultaneous introduction of OOPs and the fundamentals. The book includes plenty of exercises (many in "contest" form), programming projects, and a huge appendix. I have been investing ever since I was a young teen during the mania of the early 1990s. I have had huge successes and even bigger failures. I made enough money before I was 30, that ordinary people would not have made in a lifetime. But my short-term emotional thinking, arrogance, and greed in investing, and ignoring and mocking the principles of capital allocation and risk management blew away all those earnings. The world's greatest investors were successful only because of logic, reason, patience, and discipline. I thought I should share my life's learning to help prevents others from making the mistakes I made until 2018 and go on to the success I am having since 2019. I have returned more than 50% on my investments from late 2018 to date when markets the world over have negative returns. The purpose of this publication is to enable you to manage money wisely and earn a consistent regular income. This publication will enable you to achieve financial freedom. But this publication has a higher purpose. To get you to read my book Arya Dharma: The Noble Dharma. The purpose of wealth is to give you the freedom to pursue your higher passions and more importantly discover the joys of SEVA (Selfless sacrifice) by helping the most needy and unfortunate beings in this world by giving them true love and the ability to chase their dreams, not yours. This introductory programming textbook integrates BlueJ with Java. It provides a thorough treatment of object-oriented principles. This OCP Oracle Certified Professional Java

SE 11 Programmer I Study Guide: Exam 1Z0-815 and the Programmer II Study Guide: Exam 1Z0-816 were published before Oracle announced major changes to its OCP certification program and the release of the new Developer 1Z0-819 exam. No matter the changes, rest assured both of the Programmer I and II Study Guides cover everything you need to prepare for and take Exam 1Z0-819. If you've purchased one of the Programmer Study Guides, purchase the other one and you'll be all set. NOTE: The OCP Java SE 11 Programmer I Exam 1Z0-815 and Programmer II Exam 1Z0-816 have been retired (as of October 1, 2020), and Oracle has released a new Developer Exam 1Z0-819 to replace the previous exams. The Upgrade Exam 1Z0-817 remains the same. The comprehensive study aide for those preparing for the new Oracle Certified Professional Java SE Programmer I Exam 1Z0-815 Used primarily in mobile and desktop application development, Java is a platform-independent, object-oriented programming language. It is the principal language used in Android application development as well as a popular language for client-side cloud applications. Oracle has updated its Java Programmer certification tracks for Oracle Certified Professional. OCP Oracle Certified Professional Java SE 11 Programmer I Study Guide covers 100% of the exam objectives, ensuring that you are thoroughly prepared for this challenging certification exam. This comprehensive, in-depth study guide helps you develop the functional-programming knowledge required to pass the exam and earn certification. All vital topics are covered, including Java building blocks, operators and loops, String and StringBuilder, Array and ArrayList, and more. Included is access to Sybex's superior online interactive learning environment and test bank—containing self-assessment tests, chapter tests, bonus practice exam questions, electronic flashcards, and a searchable glossary of important terms. This indispensable guide: Clarifies complex material and strengthens your comprehension and retention of key topics Covers all exam objectives such as methods and encapsulation, exceptions, inheriting abstract classes and interfaces, and Java 8 Dates and Lambda Expressions Explains object-oriented design principles and patterns Helps you master the fundamentals of functional programming Enables you to create Java solutions applicable to real-world scenarios There are over 9 millions developers using Java around the world, yet hiring managers face challenges filling open positions with qualified candidates. The OCP Oracle Certified Professional Java SE 11 Programmer I Study Guide will help you take the next step in your career. On the Origin of Species (or, more completely, On the Origin of Species by Means of Natural Selection, or the Preservation of Favoured Races in the Struggle for Life), [3] published on 24 November 1859, is a work of scientific literature by Charles Darwin which is considered to be the foundation of evolutionary biology.[4] Darwin's book introduced the scientific theory that populations evolve over the course of generations through a process of natural selection. It presented a body of evidence that the diversity of life arose by common descent through a branching pattern of evolution. Darwin included evidence that he had gathered on the Beagle expedition in the 1830s and his subsequent findings from research, correspondence, and experimentation "Math enthusiasts of all ages will delight in this collection of more than 200 riddles drawn from every mathematical discipline. Only an elementary background is needed to enjoy and solve the tremendous variety of puzzles, which include riddles based on geometry, trigonometry, algebra, infinity, probability, and logic. Includes complete solutions and 113 illustrations"-- 'The Road to Results: Designing and Conducting Effective Development Evaluations' presents concepts and procedures for evaluation in a development context. It provides procedures and examples on how to set up a monitoring and evaluation system, how to conduct participatory evaluations and do social mapping, and how to construct a "rigorous" quasi-experimental design to answer an impact question. The text begins with the context of development evaluation and how it arrived where it is today. It then discusses current issues driving development evaluation, such as the Millennium Development Goals and the move from simple project evaluations to the broader understandings of complex evaluations. The topics of implementing 'Results-based Measurement and Evaluation' and constructing a 'Theory of Change' are emphasized throughout the text. Next, the authors take the reader down 'the road to results,' presenting procedures for evaluating projects, programs, and policies by using a 'Design Matrix' to help map the process. This road includes: determining the overall approach, formulating questions, selecting designs, developing data collection instruments, choosing a sampling strategy, and planning data analysis for qualitative, quantitative, and mixed method evaluations. The book also includes discussions on conducting complex evaluations, how to manage evaluations, how to present results, and ethical behavior--including principles, standards, and guidelines. The final chapter discusses the future of development evaluation. This comprehensive text is an essential tool for those involved in development evaluation. The comprehensive study aide for those preparing for the new Oracle Certified Professional Java SE Programmer I Exam 1Z0-815 Used primarily in mobile and desktop application development, Java is a platform-independent, object-oriented programming language. It is the principal language used in Android application development as well as a popular language for client-side cloud applications. Oracle has updated its Java Programmer certification tracks for Oracle Certified Professional. OCP Oracle Certified Professional Java SE 11 Programmer I Study Guide covers 100% of the exam objectives, ensuring

that you are thoroughly prepared for this challenging certification exam. This comprehensive, in-depth study guide helps you develop the functional-programming knowledge required to pass the exam and earn certification. All vital topics are covered, including Java building blocks, operators and loops, String and StringBuilder, Array and ArrayList, and more. Included is access to Sybex's superior online interactive learning environment and test bank—containing self-assessment tests, chapter tests, bonus practice exam questions, electronic flashcards, and a searchable glossary of important terms. This indispensable guide: Clarifies complex material and strengthens your comprehension and retention of key topics Covers all exam objectives such as methods and encapsulation, exceptions, inheriting abstract classes and interfaces, and Java 8 Dates and Lambda Expressions Explains object-oriented design principles and patterns Helps you master the fundamentals of functional programming Enables you to create Java solutions applicable to real-world scenarios There are over 9 millions developers using Java around the world, yet hiring managers face challenges filling open positions with qualified candidates. The OCP Oracle Certified Professional Java SE 11 Programmer I Study Guide will help you take the next step in your career. "Getting Started with Talend Open Studio for Data Integration" takes a step-by-step, hands-on approach to learning with lots of examples and clear instructions. Are you a developer, business analyst, project manager, business intelligence specialist, system architect or a consultant who needs to undertake integration projects, then this book is for you. The book assumes a certain level of familiarity with Relational database management systems with SQL and experience and Java. Programming Fundamentals - A Modular Structured Approach using C++ is written by Kenneth Leroy Busbee, a faculty member at Houston Community College in Houston, Texas. The materials used in this textbook/collection were developed by the author and others as independent modules for publication within the Connexions environment. Programming fundamentals are often divided into three college courses: Modular/Structured, Object Oriented and Data Structures. This textbook/collection covers the rest of those three courses. Why should you, a competent software developer or programmer, care about your own brand? After all, it's not like you're an actor or musician. In fact, as *Success in Programming: How to Gain Recognition, Power, and Influence Through Personal Branding* demonstrates in many ways, it's never been more important for you to think about yourself as a brand. Doing so will provide rocket fuel for your career. You'll find better jobs and become the "go-to" person in various situations. You'll become known for your expertise and leadership, and you'll find it easier to strike out on your own. People will seek out your advice and point of view. You'll get paid to speak, write, and consult. What's not to like about becoming a rock star developer? The good news—as Mozilla's senior technology evangelist, Frédéric Harper, writes—is that it's never been easier to improve your skills, stand out, share more quickly, and grow your network. This book provides the tools you need to build your reputation and enhance your career, starting right now. You'll learn what personal branding is and why you should care about it. You'll also learn what the key themes of a good brand are and where to find the ingredients to build your own, unique brand. Most importantly, you'll understand how to work your magic to achieve your goals and dreams. You'll also learn: How to use sites like StackOverflow and Github to build both your expertise and your reputation How to promote your brand in a way that attracts better-paying jobs, consulting gigs, industry invitations, and contract work How to become visible to the movers and shakers in your specific category of development How to exert power and influence to help yourself and others *Success in Programming: How to Gain Recognition, Power, and Influence Through Personal Branding* shows you how to scale your skills, gain visibility, make a real impact on people and within organizations, and achieve your goals. There's no need to become a marketing expert or hire a personal branding guru; this book and a desire to grow personally and professionally are all you need to leap to the next level of your career. The first part of each book covers specific parts of speech such as nouns, adjectives, pronouns, verbs, and adverbs as well as the structure of sentences. The last part provides games for a bit of fun, task cards for extra practice, and word banks to save teachers some time. The overall goal is to help students learn enough about grammar to communicate easily and effectively, to evaluate the myriad of messages that surround them, and to function successfully in business and society. Description: Best way to learn any programming language is to create good programs in it. C is not exception to this rule. Once you decide to write any program you would find that there are always at least two ways to write it. So you need to find out whether you have chosen the best way to implement your program. That's where you would find this book useful. It contains solutions to all the exercises present in *Let Us C 15th Edition*. If you learn the language elements from *Let Us C*, write programs for the problems given in the exercises and then cross check your answers with the solutions given in this book you would be well on your way to become a skilled C programmer. I am sure you would appreciate this learning path like the millions of students and professionals have in the past decade. Table Of Contents: Introduction Chapter 0 : Before We begin Chapter 1 : Getting Started Chapter 2 : C Instructions Chapter 3 : Decision Control Instruction Chapter 4 : More Complex Decision Making Chapter 5 : Loop control Instruction Chapter 6 : More Complex Repetitions Chapter 7 : Case Control Instruction Chapter 8 : Functions Chapter 9 :

PointersChapter 10 : RecursionChapter 11 : Data Types RevisitedChapter 12 : The C PreprocessorChapter 13 : ArraysChapter 14 : Multidimensional ArraysChapter 15 : StringsChapter 16 : Handling Multiple StringsChapter 17 : StructuresChapter 18 : Console Input/ OutputChapter 19 : File Input/outputChapter 20 : More Issues in Input/OutputChapter 21 : Operations on BitsChapter 22 : Miscellaneous featuresChapter 23 : C Under Linux

A national bestseller, this lushly illustrated book is an inclusive celebration of inspiring women who transformed the world and created social change. *Dead Feminists* is a gorgeously illustrated letterpress-inspired book showcasing feminist history with a vision for a better future. Based on the beloved letterpress poster series of the same name, this book brings feminist history to life, profiling 27 unforgettable forebears of the modern women's movement such as Eleanor Roosevelt, Gwendolyn Brooks, Rachel Carson, and more. Across eras and industries, passions and geographies, this collection of diverse, progressive, and perseverant women faced what looked like insurmountable odds and yet, still, they persisted. *Dead Feminists*, which features a foreword by Jill Lepore, author of *The Secret History of Wonder Woman*, is an illuminating and innovative reminder that women can be extraordinary agents of change. The future is female, but in many ways so is the past. *Dead Feminists* takes feminist inspiration to a new level of artistry and shows how ordinary and extraordinary women have made a difference throughout history (and how you can too). Featured Feminists: Adina De Zavala Alice Paul Annie Oakley Babe Zaharias Eleanor Roosevelt Elizabeth Cady Stanton Elizabeth Zimmerman Emma Goldman Fatima al-Fihri Gwendolyn Brooks Harriet Tubman Imogen Cunningham Jane Mecom Marie Curie Queen Lili'uokalani Rachel Carson Rywka Lipszyc Sadako Sasaki Sappho Sarojini Naidu Shirley Chisholm Thea Foss Virginia Woolf Washington State Suffragists

For a variety of reasons, the MATLAB@-Java interface was never fully documented. This is really quite unfortunate: Java is one of the most widely used programming languages, having many times the number of programmers and programming resources as MATLAB. Also unfortunate is the popular claim that while MATLAB is a fine programming platform for prototyping, it is not suitable for real-world, modern-looking applications. *Undocumented Secrets of MATLAB@-Java Programming* aims to correct this misconception. This book shows how using Java can significantly improve MATLAB program appearance and functionality, and that this can be done easily and even without any prior Java knowledge. Readers are led step-by-step from simple to complex customizations. Code snippets, screenshots, and numerous online references are provided to enable the utilization of this book as both a sequential tutorial and as a random-access reference suited for immediate use. Java-savvy readers will find it easy to tailor code samples for their particular needs; for Java newcomers, an introduction to Java and numerous online references are provided. This book demonstrates how The MATLAB programming environment relies on Java for numerous tasks, including networking, data-processing algorithms and graphical user-interface (GUI) We can use MATLAB for easy access to external Java functionality, either third-party or user-created Using Java, we can extensively customize the MATLAB environment and application GUI, enabling the creation of visually appealing and usable applications This is a free, on-line textbook on introductory programming using Java. This book is directed mainly towards beginning programmers, although it might also be useful for experienced programmers who want to learn more about Java. It is an introductory text and does not provide complete coverage of the Java language. The text is a PDF and is suitable for printing or on-screen reading. It contains internal links for navigation and external links to source code files, exercise solutions, and other resources. Contents: 1) Overview: The Mental Landscape. 2) Programming in the Small I: Names and Things. 3) Programming in the Small II: Control. 4) Programming in the Large I: Subroutines. 5) Programming in the Large II: Objects and Classes. 6) Introduction to GUI Programming. 7) Arrays. 8) Correctness and Robustness. 9) Linked Data Structures and Recursion. 10) Generic Programming and Collection Classes. 11) Files and Networking. 12) Advanced GUI Programming. Appendices: Source Code for All Examples in this Book, and News and Errata.

Practical UML Statecharts in C/C++ Second Edition bridges the gap between high-level abstract concepts of the Unified Modeling Language (UML) and the actual programming aspects of modern hierarchical state machines (UML statecharts). The book describes a lightweight, open source, event-driven infrastructure, called QP that enables direct manual coding UML statecharts and concurrent event-driven applications in C or C++ without big tools. This book is presented in two parts. In Part I, you get a practical description of the relevant state machine concepts starting from traditional finite state automata to modern UML state machines followed by state machine coding techniques and state-machine design patterns, all illustrated with executable examples. In Part II, you find a detailed design study of a generic real-time framework indispensable for combining concurrent, event-driven state machines into robust applications. Part II begins with a clear explanation of the key event-driven programming concepts such as inversion of control (Hollywood Principle), blocking versus non-blocking code, run-to-completion (RTC) execution semantics, the importance of event queues, dealing with time, and the role of state machines to maintain the context from one event to the next. This background is designed to help software developers in making the transition from the traditional sequential to the modern event-driven programming, which can be one of the trickiest paradigm shifts.

The lightweight QP event-driven infrastructure goes several steps beyond the traditional real-time operating system (RTOS). In the simplest configuration, QP runs on bare-metal microprocessor, microcontroller, or DSP completely replacing the RTOS. QP can also work with almost any OS/RTOS to take advantage of the existing device drivers, communication stacks, and other middleware. The accompanying website to this book contains complete open source code for QP, ports to popular processors and operating systems, including 80x86, ARM Cortex-M3, MSP430, and Linux, as well as all examples described in the book. Within the Frame is a book about finding and expressing your photographic vision, specifically where people, places, and cultures are concerned. A personal book full of real-world wisdom and incredible images, author David duChemin (of pixelatedimage.com) shows you both the how and the why of finding, chasing, and expressing your vision with a camera to your eye. Vision leads to passion, and passion is a cornerstone of great photography. With it, photographs draw the eye in and create an emotional experience. Without it, a photograph is often not worth—and can't capture—a viewer's attention. Both instructional and inspirational, Within the Frame helps you on your photographic journey to make better images of the places and people you love, whether they are around the world or in your own backyard. duChemin covers how to tell stories, and the technology and tools we have at our disposal in order to tell those narratives. Most importantly, he stresses the crucial theme of vision when it comes to photographing people, places, and cultures—and he helps you cultivate and find your own vision, and then fit it within the frame.

Complete, trusted preparation for the Java Programmer II exam OCP: Oracle Certified Professional Java SE 8 Programmer II Study Guide is your comprehensive companion for preparing for Exam 1Z0-809 as well as upgrade Exam 1Z0-810 and Exam 1Z0-813. With full coverage of 100% of exam objectives, this invaluable guide reinforces what you know, teaches you what you don't know, and gives you the hands-on practice you need to boost your skills. Written by expert Java developers, this book goes beyond mere exam prep with the insight, explanations and perspectives that come from years of experience. You'll review the basics of object-oriented programming, understand functional programming, apply your knowledge to database work, and much more. From the basic to the advanced, this guide walks you through everything you need to know to confidently take the OCP 1Z0-809 Exam and upgrade exams 1Z0-810 and 1Z0-813. Java 8 represents the biggest changes to the language to date, and the latest exam now requires that you demonstrate functional programming competence in order to pass. This guide has you covered, with clear explanations and expert advice. Understand abstract classes, interfaces, and class design Learn object-oriented design principles and patterns Delve into functional programming, advanced strings, and localization Master IO, NIO, and JDBC with expert-led database practice If you're ready to take the next step in your IT career, OCP: Oracle Certified Professional Java SE 8 Programmer II Study Guide is your ideal companion on the road to certification. Pro Web 2.0 Application Development by Jeff Dwyer is the first book on professional Web 2.0 principles that includes the Google Web Toolkit (GWT). GWT is one of the leading Java Ajax frameworks in market, and is very hot in terms of relative growth; it can be integrated with other broader Java frameworks like JBoss Seam and possibly Spring. The book's focus on a single, extremely rich, example "killer application" is what sets this apart from other GWT titles. "One of the great things about the book is the way the authors explain concepts very simply using analogies rather than programming examples—this has been very inspiring for a product I'm working on: an audio-only introduction to OOP and software development." —Bruce Eckel "...I would expect that readers with a basic understanding of object-oriented programming and design would find this book useful, before approaching design patterns completely. Design Patterns Explained complements the existing design patterns texts and may perform a very useful role, fitting between introductory texts such as UML Distilled and the more advanced patterns books." —James Noble Leverage the quality and productivity benefits of patterns—without the complexity! Design Patterns Explained, Second Edition is the field's simplest, clearest, most practical introduction to patterns. Using dozens of updated Java examples, it shows programmers and architects exactly how to use patterns to design, develop, and deliver software far more effectively. You'll start with a complete overview of the fundamental principles of patterns, and the role of object-oriented analysis and design in contemporary software development. Then, using easy-to-understand sample code, Alan Shalloway and James Trott illuminate dozens of today's most useful patterns: their underlying concepts, advantages, tradeoffs, implementation techniques, and pitfalls to avoid. Many patterns are accompanied by UML diagrams. Building on their best-selling First Edition, Shalloway and Trott have thoroughly updated this book to reflect new software design trends, patterns, and implementation techniques. Reflecting extensive reader feedback, they have deepened and clarified coverage throughout, and reorganized content for even greater ease of understanding. New and revamped coverage in this edition includes Better ways to start "thinking in patterns" How design patterns can facilitate agile development using eXtreme Programming and other methods How to use commonality and variability analysis to design application architectures The key role of testing into a patterns-driven development process How to use factories to instantiate and manage objects more effectively The Object-Pool Pattern—a new pattern not identified by the "Gang

of Four" New study/practice questions at the end of every chapter Gentle yet thorough, this book assumes no patterns experience whatsoever. It's the ideal "first book" on patterns, and a perfect complement to Gamma's classic *Design Patterns*. If you're a programmer or architect who wants the clearest possible understanding of design patterns—or if you've struggled to make them work for you—read this book. Traces the author's decision to quit her job and travel the world for a year after suffering a midlife crisis and divorce, an endeavor that took her to three places in her quest to explore her own nature, experience fulfillment and learn the art of spiritual balance. (Biography & autobiography). Reissue. A best-selling book. Movie tie-in. A number of UN conventions and declarations (on the Rights of Indigenous Peoples, the Protection and Promotion of the Diversity of Cultural Expressions and the World Heritage Conventions) can be understood as instruments of international governance to promote democracy and social justice worldwide. In Indonesia (as in many other countries), these international agreements have encouraged the self-assertion of communities that had been oppressed and deprived of their land, especially during the New Order regime (1966-1998). More than 2,000 communities in Indonesia who define themselves as *masyarakat adat* or "indigenous peoples" had already joined the Indigenous Peoples' Alliance of the Archipelago" (AMAN) by 2013. In their efforts to gain recognition and self-determination, these communities are supported by international donors and international as well as national NGOs by means of development programmes. In the definition of *masyarakat adat*, "culture" or *adat* plays an important role in the communities' self-definition. Based on particular characteristics of their *adat*, the asset of their culture, they try to distinguish themselves from others in order to substantiate their claims for the restitution of their traditional rights and property (namely land and other natural resources) from the state. The authors of this volume investigate how differently structured communities - socially, politically and religiously - and associations reposition themselves vis-à-vis others, especially the state, not only by drawing on *adat* for achieving particular goals, but also dignity and a better future. Geomatics is a neologism, the use of which is becoming increasingly widespread, even if it is not still universally accepted. It includes several disciplines and techniques for the study of the Earth's surface and its environments, and computer science plays a decisive role. A more meaningful and appropriate expression is Geo-spatial Information or GeoInformation. Geo-spatial Information embeds topography in its more modern forms (measurements with electronic instrumentation, sophisticated techniques of data analysis and network compensation, global satellite positioning techniques, laser scanning, etc.), analytical and digital photogrammetry, satellite and airborne remote sensing, numerical cartography, geographical information systems, decision support systems, WebGIS, etc. These specialized fields are intimately interrelated in terms of both the basic science and the results pursued: rigid separation does not allow us to discover several common aspects and the fundamental importance assumed in a search for solutions in the complex survey context. The objective pursued by Mario A. Gomarasca, one that is only apparently modest, is to publish an integrated text on the surveying theme, containing simple and comprehensible concepts relevant to experts in Geo-spatial Information and/or specially in one of the disciplines that compose it. At the same time, the book is rigorous and synthetic, describing with precision the main instruments and methods connected to the multiple techniques available today. This guide introduces the object-oriented paradigm, standard Java classes and packages, and a limited number of objects, before going on to demonstrate over 50 classes. Software engineering design concepts are introduced via problem studies and software projects, and the text also includes coverage of testing and debugging. Full coverage of functional programming and all OCA Java Programmer exam objectives OCA, Oracle Certified Associate Java SE 8 Programmer I Study Guide, Exam 1Z0-808 is a comprehensive study guide for those taking the Oracle Certified Associate Java SE 8 Programmer I exam (1Z0-808). With complete coverage of 100% of the exam objectives, this book provides everything you need to know to confidently take the exam. The release of Java 8 brought the language's biggest changes to date, and for the first time, candidates are required to learn functional programming to pass the exam. This study guide has you covered, with thorough functional programming explanation and information on all key topic areas Java programmers need to know. You'll cover Java inside and out, and learn how to apply it efficiently and effectively to create solutions applicable to real-world scenarios. Work confidently with operators, conditionals, and loops Understand object-oriented design principles and patterns Master functional programming fundamentals Prolog is a programming language, but a rather unusual one. Prolog" is short for Programming with Logic", and the link with logic gives Prolog its special character. At the heart of Prolog lies a surprising idea: don't tell the computer what to do. Instead, describe situations of interest, and compute by asking questions. Prolog will logically deduce new facts about the situations and give its deductions back to us as answers. Why learn Prolog? For a start, its say what the problem is, rather than how to solve it" stance, means that it is a very high level language, good for knowledge rich applications such as artificial intelligence, natural language processing, and the semantic web. So by studying Prolog, you gain insight into how sophisticated tasks can be handled computationally. Moreover, Prolog requires a different mindset. You have to learn to see problems from a

new perspective, declaratively rather than procedurally. Acquiring this mindset, and learning to appreciate the links between logic and programming, makes the study of Prolog both challenging and rewarding. Learn Prolog Now! is a practical introduction to this fascinating language. Freely available as a web-book since 2002 (see www.learnprolognow.org) Learn Prolog Now! has become one of the most popular introductions to the Prolog programming language, an introduction prized for its clarity and down-to-earth approach. It is widely used as a textbook at university departments around the world, and even more widely used for self study. College Publications is proud to present here the first hard-copy version of this online classic. Carefully revised in the light of reader's feedback, and now with answers to all the exercises, here you will find the essential material required to help you learn Prolog now.

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