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## AZJONN - FRIEDMAN SIDNEY

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Java is now well-established as one of the world's major programming languages, used in everything from desktop applications to web-hosted applications, enterprise systems and mobile devices. Java applications cover cloud-based services, the Internet of Things, self-driving cars, animation, game development, big data analysis and many more domains. The second edition of *Foundational Java: Key Elements and Practical Programming* presents a detailed guide to the core features of Java - and some more recent innovations - enabling the reader to build their skills and confidence through tried-and-trusted stages, supported by exercises that reinforce the key learning points. All the most useful and commonly applied Java syntax and libraries are introduced, along with many example programs that can provide the basis for more substantial applications. Use of the Eclipse Integrated Development Environment (IDE) and the JUnit testing framework is integral to the book, ensuring maximum productivity and code quality when learning Java, although to ensure that skills are not confined to one envi-

ronment the fundamentals of the Java compiler and run time are also explained. Additionally, coverage of the Ant tool will equip the reader with the skills to automatically build, test and deploy applications independent of an IDE. Topics and features:

- Presents the most up-to-date information on Java, including Java 14
- Examines the key theme of unit testing, introducing the JUnit 5 testing framework to emphasize the importance of unit testing in modern software development
- Describes the Eclipse IDE, the most popular open source Java IDE and explains how Java can be run from the command line
- Includes coverage of the Ant build tool
- Contains numerous code examples and exercises throughout
- Provides downloadable source code, self-test questions, PowerPoint slides and other supplementary material at the website <http://www.foundjava.com>

This hands-on, classroom-tested textbook/reference is ideal for undergraduate students on introductory and intermediate courses on programming with Java. Professional software developers will also find this an excellent self-study guide/refreshers on the topic. Dr. David Parsons is Nation-

al Postgraduate Director at The Mind Lab, Auckland, New Zealand. He has been teaching programming in both academia and industry since the 1980s and writing about it since the 1990s.

Developers, build mobile Android apps using Android 4 The fast-growing popularity of Android smartphones and tablets creates a huge opportunities for developers. If you're an experienced developer, you can start creating robust mobile Android apps right away with this professional guide to Android 4 application development. Written by one of Google's lead Android developer advocates, this practical book walks you through a series of hands-on projects that illustrate the features of the Android SDK. That includes all the new APIs introduced in Android 3 and 4, including building for tablets, using the Action Bar, Wi-Fi Direct, NFC Beam, and more. Shows experienced developers how to create mobile applications for Android smartphones and tablets Revised and expanded to cover all the Android SDK releases including Android 4.0 (Ice Cream Sandwich), including all updated APIs, and the latest changes to the Android platform. Explains new and enhanced features such as drag and drop, fragments, the action bar, enhanced multitouch support, new environmental sensor support, major improvements to the animation framework, and a range of new communications techniques including NFC and Wi-Fi direct. Provides practical guidance on publishing and marketing your applications, best practices for user experience, and more This book helps you learn to master the design, lifecycle, and UI of an Android app through practical exercises, which you can then use as a basis for developing your own Android apps.

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

As Eclipse-based applications become increasingly popular, users are demanding more sophisticated graphical interfaces. When standard widgets aren't enough, graphics built with GEF are often the best solution. The Eclipse Graphical Editing Framework (GEF) covers everything Java tool developers need to create tomorrow's richest, most visual interfaces. This practical, hands-on guide begins by introducing GEF, Draw2D, and Zest, and demonstrating what can be achieved with them. Next, the authors walk through building a simple Draw2D example, helping new GEF developers understand the core capabilities available to them. Building on this foundation, they progressively introduce more of the Draw2D frameworks, including Figures, Layout Managers, Connections, Layers, and Viewports. They present a chapter-length graph visualization project based on Zest, followed by detailed coverage of non-Draw2D portions of GEF. The book's final section walks step by step through developing a complete GEF edi-

tor. Each chapter focuses on a different aspect of the problem, and includes challenges, solutions, diagrams, screenshots, cookbook-style code examples, and more. This book is organized to help developers solve immediate problems quickly, while also gaining in-depth knowledge for building advanced solutions. Relevant APIs are included in several chapters, making this an even more useful standalone reference. This book introduces GEF application components such as shapes, flow, logic, and text. Explains Draw2D architecture, drawing features, and event processing. Shows how to create and customize figures, use painting and borders, and work with each Draw2D Layout Manager. Thoroughly explains GEF models, including domain and presentation information, populating diagrams, and more. Shows how to use Zest's content providers, filters, and layout algorithms. Covers EditParts, EditPolicies, Tools, Commands, Actions, and much more. The Eclipse Graphical Editing Framework (GEF) is the best resource for all Java tool developers who want to construct sophisticated graphical editing products that integrate with Eclipse, for experienced Eclipse users who want to start creating their own graphical tools, and for anyone who wants to see what makes GEF tick.

Geotechnologies and the Environment: Environmental Applications and Management presents an engaging and diverse array of physically-oriented GIScience applications that have been organized using four broad themes. While the book's themes are by no means mutually exclusive, Hoalst-Pullen and Patterson provide an elegant overview of the field that frames the collection's subsequent thematic structure - Wilderness and Wildlife Response; Glaciers; Wetlands and Water-

sheds; and Human Health and the Environment. Over the course of the volume, the contributing authors move beyond basic (and in some respects clichéd) landscape ecology of land use change to explore human-environment dynamics heretofore not emphasized in the applied literature. In doing so, the collection presents a compelling case for the importance of developing new physically-oriented GIScience applications that reside at the nexus of social and natural systems with the explicit intent of informing public policy and/or the decision making practices of resource managers. Individually, the chapters themselves are intentionally diverse. The diversity of the approaches, their spatial context, and emphases on management applications demonstrate the many ways in which geotechnologies can be used to address small and big problems in both developed and developing regions. The collection's internal coherence is derived - like the book series - from its explicit appeal to a wide variety of human-environment interactions with potential policy linkages.

Learn how to implement a DSL with Xtext and Xtend using easy-to-understand examples and best practices. About This Book Leverage the latest features of Xtext and Xtend to develop a domain-specific language. Integrate Xtext with popular third party IDEs and get the best out of both worlds. Discover how to test a DSL implementation and how to customize runtime and IDE aspects of the DSL. Who This Book Is For This book is targeted at programmers and developers who want to create a domain-specific language with Xtext. They should have a basic familiarity with Eclipse and its functionality. Previous experience with compiler implementation can be helpful but is not necessary since this book will

explain all the development stages of a DSL. What You Will Learn Write Xtext grammar for a DSL; Use Xtend as an alternative to Java to write cleaner, easier-to-read, and more maintainable code; Build your Xtext DSLs easily with Maven/Tycho and Gradle; Write a code generator and an interpreter for a DSL; Explore the Xtext scoping mechanism for symbol resolution; Test most aspects of the DSL implementation with JUnit; Understand best practices in DSL implementations with Xtext and Xtend; Develop your Xtext DSLs using Continuous Integration mechanisms; Use an Xtext editor in a web application In Detail Xtext is an open source Eclipse framework for implementing domain-specific languages together with IDE functionalities. It lets you implement languages really quickly; most of all, it covers all aspects of a complete language infrastructure, including the parser, code generator, interpreter, and more. This book will enable you to implement Domain Specific Languages (DSL) efficiently, together with their IDE tooling, with Xtext and Xtend. Opening with brief coverage of Xtext features involved in DSL implementation, including integration in an IDE, the book will then introduce you to Xtend as this language will be used in all the examples throughout the book. You will then explore the typical programming development workflow with Xtext when we modify the grammar of the DSL. Further, the Xtend programming language (a fully-featured Java-like language tightly integrated with Java) will be introduced. We then explain the main concepts of Xtext, such as validation, code generation, and customizations of runtime and UI aspects. You will have learned how to test a DSL implemented in Xtext with JUnit and will progress to advanced concepts such as type checking and scoping. You will then

integrate the typical Continuous Integration systems built in to Xtext DSLs and familiarize yourself with Xbase. By the end of the book, you will manually maintain the EMF model for an Xtext DSL and will see how an Xtext DSL can also be used in IntelliJ. Style and approach A step-by-step-tutorial with illustrative examples that will let you master using Xtext and implementing DSLs with its custom language, Xtend.

A must-have pedagogical resource from an expert Java educator As a Linux-based operating system designed for mobile devices, the Android OS allows programs to run on all Android devices and appear free in the Android Market. Whether you're a beginner programmer eager to create mobile applications or you're Android-savvy and looking to submit your apps to the Android Market, this compilation of eight minibooks takes you through the ins and outs of programming for Android phones. Java expert Barry Burd walks you through Android programming basics, shares techniques for developing great Android applications, reviews Android hardware, and much more. Uses the straightforward-but-fun For Dummies style to walk you through the ins and outs of programming for Android mobile devices Features eight minibooks that take you from novice Android user to confidently developing Android applications Addresses Android programming basics, the operating system, hardware, and security Details what it takes to develop amazing Android apps Covers the Eclipse environment and SQLite Start developing applications for the Android OS today with the expert advice in Android Application Development All-in-One For Dummies.

The top-selling beginning Java book is now fully updated for Java 7! Java is the platform-independent, object-oriented

programming language used for developing web and mobile applications. The revised version offers new functionality and features that have programmers excited, and this popular guide covers them all. This book helps programmers create basic Java objects and learn when they can reuse existing code. It's just what inexperienced Java developers need to get going quickly with Java 2 Standard Edition 7.0 (J2SE 7.0) and Java Development Kit 7.0 (JDK 7). Explores how the new version of Java offers more robust functionality and new features such as closures to keep Java competitive with more syntax-friendly languages like Python and Ruby. Covers object-oriented programming basics with Java, code reuse, the essentials of creating a Java program using the new JDK 7, creating basic Java objects, and new Eclipse features. A companion web site offers all code from the book and bonus chapters. Written by a Java trainer, *Java For Dummies*, 5th Edition will enable even novice programmers to start creating Java applications quickly and easily.

A guide to using Eclipse as a development tool covers such topics as Ant integration, debugging tools and techniques, building Swing applications, SWT, Servlet and JSP, and Struts development.

Eclipse is a powerful open source platform that gives Java developers a new way to approach development projects. In this 'Cookbook' Steve Holzner demystifies Eclipse with practical recipes for more than 800 situations that may be encountered.

Presents instructions for creating Android applications for mobile devices using Java.

"Get the Java skills you will need to start developing Android apps apps"--Cover.

This textbook examines database sys-

tems from the viewpoint of a software developer. This perspective makes it possible to investigate why database systems are the way they are. It is of course important to be able to write queries, but it is equally important to know how they are processed. We e.g. don't want to just use JDBC; we also want to know why the API contains the classes and methods that it does. We need a sense of how hard is it to write a disk cache or logging facility. And what exactly is a database driver, anyway? The first two chapters provide a brief overview of database systems and their use. Chapter 1 discusses the purpose and features of a database system and introduces the Derby and SimpleDB systems. Chapter 2 explains how to write a database application using Java. It presents the basics of JDBC, which is the fundamental API for Java programs that interact with a database. In turn, Chapters 3-11 examine the internals of a typical database engine. Each chapter covers a different database component, starting with the lowest level of abstraction (the disk and file manager) and ending with the highest (the JDBC client interface); further, the respective chapter explains the main issues concerning the component, and considers possible design decisions. As a result, the reader can see exactly what services each component provides and how it interacts with the other components in the system. By the end of this part, s/he will have witnessed the gradual development of a simple but completely functional system. The remaining four chapters then focus on efficient query processing, and focus on the sophisticated techniques and algorithms that can replace the simple design choices described earlier. Topics include indexing, sorting, intelligent buffer usage, and query optimization. This text is intended for upper-level



undergraduate or beginning graduate courses in Computer Science. It assumes that the reader is comfortable with basic Java programming; advanced Java concepts (such as RMI and JDBC) are fully explained in the text. The respective chapters are complemented by “end-of-chapter readings” that discuss interesting ideas and research directions that went unmentioned in the text, and provide references to relevant web pages, research articles, reference manuals, and books. Conceptual and programming exercises are also included at the end of each chapter. Students can apply their conceptual knowledge by examining the SimpleDB (a simple but fully functional database system created by the author and provided online) code and modifying it.

IBM® Hybrid Integration Services is a set of hybrid cloud capabilities in IBM Bluemix™ that allows businesses to innovate rapidly while, at the same time, providing IT control and visibility. It allows customers to quickly and easily build and operate systems that mix data and application programming interfaces (APIs) from a wide variety of sources, whether they reside on-premises or in the cloud. In many cases, you want to expose your IT assets from your private cloud as APIs and at the same time have best overall manageability and control of who uses your assets and how. Bluemix provides a set of services such as Secure Gateway, API Management, Connect and Compose, DataWorks, and API Catalog, which enable Hybrid Cloud Integration capabilities. This IBM Redbooks® publication provides preferred practices around developing cloud solutions using these Hybrid Integration Services that help you maintain data consistency, manageability, and security for critical transactions. Agile Java™ Development With Spring,

Hibernate and Eclipse is a book about robust technologies and effective methods which help bring simplicity back into the world of enterprise Java development. The three key technologies covered in this book, the Spring Framework, Hibernate and Eclipse, help reduce the complexity of enterprise Java development significantly. Furthermore, these technologies enable plain old Java objects (POJOs) to be deployed in light-weight containers versus heavy-handed remote objects that require heavy EJB containers. This book also extensively covers technologies such as Ant, JUnit, JSP tag libraries and touches upon other areas such as such logging, GUI based debugging, monitoring using JMX, job scheduling, emailing, and more. Also, Extreme Programming (XP), Agile Model Driven Development (AMDD) and refactoring are methods that can expedite the software development projects by reducing the amount of up front requirements and design; hence these methods are embedded throughout the book but with just enough details and examples to not sidetrack the focus of this book. In addition, this book contains well separated, subjective material (opinion sidebars), comic illustrations, tips and tricks, all of which provide real-world and practical perspectives on relevant topics. Last but not least, this book demonstrates the complete lifecycle by building and following a sample application, chapter-by-chapter, starting from conceptualization to production using the technology and processes covered in this book. In summary, by using the technologies and methods covered in this book, the reader will be able to effectively develop enterprise-class Java applications, in an agile manner!

"Fully updated and revised for Eclipse 3.0, this book is the definitive Eclipse ref-

erence--an indispensable guide for tool builders, rich client application developers, and anyone customizing or extending the Eclipse environment." --Dave Thomson, Eclipse Project Program Director, IBM The Ultimate Guide to Eclipse 3.0 for the Java Developer. No Eclipse Experience Required! Eclipse is a world-class Java integrated development environment (IDE) and an open source project and community. Written by members of the IBM Eclipse Jumpstart team, The Java(tm) Developer's Guide to Eclipse, Second Edition, is the definitive Eclipse companion. As in the best-selling first edition, the authors draw on their considerable experience teaching Eclipse and mentoring developers to provide guidance on how to customize Eclipse for increased productivity and efficiency. In this greatly expanded edition, readers will find A total update, including the first edition's hallmark, proven exercises--all revised to reflect Eclipse 3.0 changes to the APIs, plug-ins, UI, widgets, and more A special focus on rich client support with a new chapter and two exercises A comprehensive exercise on using Eclipse to develop a Web commerce application using Apache's Tomcat A new chapter on JFace viewers and added coverage of views A new chapter on internationalization and accessibility New chapters on performance tuning and Swing interoperability Using this book, those new to Eclipse will become proficient with it, while advanced developers will learn how to extend Eclipse and build their own Eclipse-based tools. The accompanying CD-ROM contains Eclipse 3.0, as well as exercise solutions and many code examples. Whether you want to use Eclipse and Eclipse-based offerings as your integrated development environment or customize Eclipse further, this must-have book will

quickly bring you up to speed.

Since Android's earliest releases, Android Wireless Application Development has earned a reputation as the most useful real-world guide for everyone who wants to build robust, commercial-grade Android apps. Now, authors Lauren Darcey and Shane Conder have systematically revised and updated this guide for the brand new version 4 of the Android SDK. To accommodate extensive new coverage, they've also split the book into two volumes. Volume I covers all the essentials of modern Android development, offering expert insights for the entire app development lifecycle, from concept to market. Darcey and Conder go beyond Android's core features, covering many of the SDK's most interesting and powerful features, from Live-Folders to wallpaper customization.

Eclipse is the most adopted integrated development environment (IDE) for Java programmers. And, now, Eclipse seems to be the preferred IDE for Android apps developers. Android Apps with Eclipse provides a detailed overview of Eclipse, including steps and the screenshots to help Android developers to quickly get up to speed on Eclipse and to streamline their day-to-day software development. This book includes the following: Overview of Eclipse fundamentals for both Java and C/C++ Development. Using Eclipse Android Development Toolkit (ADT) to develop, debug, and troubleshoot Android applications. Using Eclipse C/C++ Development Toolkit (CDT) in conjunction with Android Native Development Kit (NDK) to integrate, develop and troubleshoot native Android components through Eclipse.

Master the Android mobile development platform Build compelling Java-based mobile applications using the Android SDK

and the Eclipse open-source software development platform. *Android: A Programmer's Guide* shows you, step-by-step, how to download and set up all of the necessary tools, build and tune dynamic Android programs, and debug your results. Discover how to provide web and chat functions, interact with the phone dialer and GPS devices, and access the latest Google services. You'll also learn how to create custom Content Providers and database-enable your applications using SQLite. Install and configure Java, Eclipse, and Android plugin Create Android projects from the Eclipse UI or command line Integrate web content, images, galleries, and sounds Deploy menus, progress bars, and auto-complete functions Trigger actions using Android Intents, Filters, and Receivers Implement GPS, Google Maps, Google Earth, and GTalk Build interactive SQLite databases, calendars, and notepads Test applications using the Android Emulator and Debug Bridge

More than just a programming guide, this book takes you step by step through the process of gathering and preparing content, asking the right questions, determining the scope of the project and writing the project proposal. The authors cull from their professional experience of running their own digital media company to explain the special considerations in deploying Flash video applications, presenting ideas for solutions as well as tips for avoiding the most common pitfalls.

The Eclipse environment solves the problem of having to maintain your own Integrated Development Environment (IDE), which is time consuming and costly. Embedded tools can also be easily integrated into Eclipse. The C/C++CDT is ideal for the embedded community with more than 70% of embedded developers

using this language to write embedded code. Eclipse simplifies embedded system development and then eases its integration into larger platforms and frameworks. In this book, Doug Abbott examines Eclipse, an IDE, which can be vital in saving money and time in the design and development of an embedded system. Eclipse was created by IBM in 2001 and then became an open-source project in 2004. Since then it has become the de-facto IDE for embedded developers. Virtually all of the major Linux vendors have adopted this platform, including MontaVista, LynuxWorks, and Wind River. \*Details the Eclipse Integrated Development Environment (IDE) essential to streamlining your embedded development process \*Overview of the latest C/C++ Developer's Toolkit (CDT) \*Includes case studies of Eclipse use including Monta Vista, LynuxWorks, and Wind River

Develop modular applications using the Java Platform Module System, the single most anticipated feature in Java 9. You will improve maintainability and performance of your Java applications by deploying only modules that are needed and encapsulating their implementation details. Until now Java has been monolithic. Using any one part of Java has meant incorporating the entirety of the runtime environment, an approach ill-suited to the increasing number of IoT devices such as fitness monitors, kitchen appliances, toys and games, and so forth. This book shows a new way, to make Java scale from the smallest of footprints in the smallest of devices through desktop PCs and on up to server platforms. With Java 9 Modularity Revealed you will learn to make your projects more reliable and scalable than ever using the most important feature in Java 9—The Java Platform Module System, known more



commonly as Project Jigsaw. You will learn how to avoid one of the major pain points of Java programming, that of conflicting class names from different modules, or packages. You will learn to create custom run-time images that represent a minimal and more compact JRE containing only those modules that you need. You will further learn to migrate existing Java applications to modular ones using different approaches and tools. The end result is a new ability to plug together different modules without fear of namespace and other conflicts, and you can deploy to everything from small devices to large servers. This book provides code examples and explanations.

**What You'll Learn** Build Java applications using the new modular system introduced in Java 9  
Create your own JRE consisting only of the modules that you require  
Adapt your testing techniques toward modular applications  
Lare your dependencies on other modules  
Enable modules to export only specific packages  
Migrate existing Java applications to modular ones  
Improve maintainability and performance of Java applications  
**Who This Book Is For** Experienced Java programmers wanting to keep up and become informed on the new modularity support in Java 9

Create must-have applications for the latest Android OS  
The Android OS is a popular and flexible platform for many of today's most in-demand mobile devices. This full-color guide offers you a hands-on introduction to creating Android applications for the latest mobile devices. Veteran author Wei Meng Lee accompanies each lesson with real-world examples to drive home the content he covers. Beginning with an overview of core Android features and tools, he moves at a steady pace while teaching everything you need to know to successfully devel-

op your own Android applications. Explains what an activity is and reviews its lifecycle  
Zeroes in on customizing activities by applying styles and themes  
Looks at the components of a screen, including LinearLayout, AbsoluteLayout, and RelativeLayout, among others  
Details ways to adapt to different screen sizes and adjust display orientation  
Reviews the variety of views such as TextView, ProgressBar, TimePicker, and more  
**Beginning Android Application Development** pares down the most essential steps you need to know so you can start creating Android applications today.

The complete core language for existing programmers. Dead Simple Python is a thorough introduction to every feature of the Python language for programmers who are impatient to write production code. Instead of revisiting elementary computer science topics, you'll dive deep into idiomatic Python patterns so you can write professional Python programs in no time. After speeding through Python's basic syntax and setting up a complete programming environment, you'll learn to work with Python's dynamic data typing, its support for both functional and object-oriented programming techniques, special features like generator expressions, and advanced topics like concurrency. You'll also learn how to package, distribute, debug, and test your Python project. Master how to: Make Python's dynamic typing work for you to produce cleaner, more adaptive code. Harness advanced iteration techniques to structure and process your data. Design classes and functions that work without unwanted surprises or arbitrary constraints. Use multiple inheritance and introspection to write classes that work intuitively. Improve your code's responsiveness and performance with asynchrony, concurrency, and paral-

lism. Structure your Python project for production-grade testing and distribution. The most pedantically pythonic primer ever printed, *Dead Simple Python* will take you from working with the absolute basics to coding applications worthy of publication.

Oracle Application Express for Mobile Web Applications is an action driven book, taking you by the hand through all required steps in building your very own web application that will run on phones, tablets, and other mobile devices. Because you've built every piece of it yourself, you will know exactly how every tiny part is used and how you can tweak it to your own - or your customer's - taste. Oracle Application Express is widely known in the Oracle community as a great tool for creating web applications suitable for desktop browsers. Features have now been added to open up the world of mobile browsing, bringing the simplicity and expressiveness of Application Express to bear in developing applications to run with an almost-native look and feel on platforms such as iOS, Android, and Windows Phone. Oracle Application Express for Mobile Web Applications helps you translate your knowledge of Oracle Application Express into developing for mobile devices. The book and its running example provide all the knowledge you need to create professional looking mobile web applications. Takes you through building a mobile web application from start to finish. Gives insight into the components necessary for a professional looking mobile application. Helps you become an even better and more all-round Oracle Application Express developer.

The mobile industry is evolving rapidly. An increasing number of mobile devices, such as smartphones and tablets, are

sold every year and more people are accessing services from a mobile device than ever before. For an enterprise, this can mean that a growing number of customers, business partners, and even employees now expect to access services on a mobile channel. This opens new opportunities for the business but also presents new challenges, both in terms of business processes and information technology (IT) infrastructure. IBM® Worklight® is an open mobile application platform. It helps organizations of all sizes to efficiently develop, connect, run, and manage HTML5, hybrid, and native applications. IBM Worklight provides the essential elements needed for complete mobile application development, deployment, and management within a business. This IBM Redbooks® publication provides information necessary to design, develop, deploy, and maintain mobile applications using IBM Worklight Version 5.0.5. It includes information about decision points that the IT organization will need to make, the roles that are involved in a mobile strategy and the responsibilities of the individuals in those roles. It also describes integration points with other IBM products that can enhance the mobile solution. This book has two parts: Part 1 is for a business-oriented IT audience and addresses business aspects of the mobile industry. It is for the IT architect or CTO, who can translate business needs into information technology solutions. Part 2 is intended for a technical audience, including application developers, testers, and system administrators.

The Android Developer's Collection includes two highly successful Android application development eBooks: "The Android Developer's Cookbook: Building Applications with the Android SDK" "Android Wireless Application Developmen-

t," Second Edition This collection is an indispensable resource for every member of the Android development team: software developers with all levels of mobile experience, team leaders and project managers, testers and QA specialists, software architects, and even marketers. Completely up-to-date to reflect the newest and most widely used Android SDKs, "The Android Developer's Cookbook" is the essential resource for developers building apps for any Android device, from phones to tablets. Proven, modular recipes take you from the absolute basics to advanced location-based services, security techniques, and performance optimization. You'll learn how to write apps from scratch, ensure interoperability, choose the best solutions for common problems, and avoid development pitfalls. "Android Wireless Application Development, " Second Edition, delivers all the up-to-date information, tested code, and best practices you need to create and market successful mobile apps with the latest versions of Android. Drawing on their extensive experience with mobile and wireless development, Lauren Darcey and Shane Conder cover every step: concept, design, coding, testing, packaging, and delivery. Every chapter of this edition has been updated for the newest Android SDKs, tools, utilities, and hardware. All sample code has been overhauled and tested on leading devices from multiple companies, including HTC, Motorola, and ARCHOS. Many new examples have been added, including complete new applications. In this collection, coverage includes Implementing threads, services, receivers, and other background tasks Providing user alerts Organizing user interface layouts and views Managing user-initiated events such as touches and gestures Recording and playing audio and video Using hard-

ware APIs available on Android devices Interacting with other devices via SMS, Web browsing, and social networking Storing data efficiently with SQLite and its alternatives Accessing location data via GPS Using location-related services such as the Google Maps API Building faster applications with native code Providing backup and restore with the Android Backup Manager Testing and debugging apps throughout the development cycle Using Web APIs, using the Android NDK, extending application reach, managing users, synchronizing data, managing backups, and handling advanced user input Editing Android manifest files, registering content providers, and designing and testing apps Working with Bluetooth, voice recognition, App Widgets, live folders, live wallpapers, and global search Programming 3D graphics with OpenGL ES 2.0

Java is the world's most popular programming language, but it's known for having a steep learning curve. Learn Java the Easy Way takes the chore out of learning Java with hands-on projects that will get you building real, functioning apps right away. You'll start by familiarizing yourself with JShell, Java's interactive command line shell that allows programmers to run single lines of code and get immediate feedback. Then, you'll create a guessing game, a secret message encoder, and a multitouch bubble-drawing app for both desktop and mobile devices using Eclipse, an industry-standard IDE, and Android Studio, the development environment for making Android apps. As you build these apps, you'll learn how to:

- Perform calculations, manipulate text strings, and generate random colors
- Use conditions, loops, and methods to make your programs responsive and concise
- Create functions to reuse code and save time
- Build graphical user interface

(GUI) elements, including buttons, menus, pop-ups, and sliders -Take advantage of Eclipse and Android Studio features to debug your code and find, fix, and prevent common mistakes If you've been thinking about learning Java, Learn Java the Easy Way will bring you up to speed in no time.

This is a book about Eclipse SCADA, an open source SCADA system. The book is far from complete and we will update it regularly with new content.

Learn the art of building enticing projects by unleashing the potential of Raspberry Pi 3 using Java About This Book Explore the small yet powerful mini computer in order to run java applications Leverage Java libraries to build exciting projects on home automation, IoT, and Robotics by leveraging Java libraries Get acquainted with connecting electronic sensors to your Raspberry Pi 3 using Java APIs. Who This Book Is For The book is aimed at Java programmers who are eager to get their hands-on Raspberry Pi and build interesting projects using java. They have a very basic knowledge of Raspberry Pi. What You Will Learn Use presence detection using the integrated bluetooth chip Automatic light switch using presence detection Use a centralized IoT service to publish data using RPC Control a robot by driving motors using PWM Create a small web service capable of performing actions on the Raspberry Pi and supply readings Image capture using Java together with the OpenCV framework In Detail Raspberry Pi is a small, low cost and yet very powerful development platform. It is used to interact with attached electronics by the use of it's GPIO pins for multiple use cases, mainly Home Automation and Robotics. Our book is a project-based guide that will show you how to utilize the Raspberry

Pi's GPIO with Java and how you can leverage this utilization with your knowledge of Java. You will start with installing and setting up the necessary hardware to create a seamless development platform. You will then straightaway start by building a project that will utilize light for presence detection. Next, you will program the application, capable of handling real time data using MQTT and utilize RPC to publish data to adafruit.io. Further, you will build a wireless robot on top of the zuma chassis with the Raspberry Pi as the main controller. Lastly, you will end the book with advanced projects that will help you to create a multi-purpose IoT controller along with building a security camera that will perform image capture and recognize faces with the help of notifications. By the end of the book, you will be able to build your own real world usable projects not limited to Home Automation, IoT and/or Robotics utilizing logic, user and web interfaces. Style and approach The book will contain projects that ensure a java programmer gets started with building interesting projects using the small yet powerful Raspberry Pi 3. We will start with brushing up your Raspberry Pi skills followed by building 5-6 projects

Java 7 Recipes offers solutions to common programming problems encountered every day while developing Java-based applications. Fully updated with the newest features and techniques available, Java 7 Recipes provides code examples involving Servlets, Java FX 2.0, XML, Java Swing, and much more. Content is presented in the popular problem-solution format: Look up the programming problem that you want to solve. Read the solution. Apply the solution directly in your own code. Problem solved! The problem-solution approach sets Java 7 Recipes apart from other books on the

topic. Java 7 Recipes is focused less on the language itself and more on what you can do with it that is useful. The book respects your time by always focusing on a task that you might want to perform using the language. Solutions come first. Explanations come later. You are free to crib from the book and apply the code examples directly to your own projects. Covers all-new release of Java: Java 7 Focuses especially on up-and-coming technologies such as Java FX 2.0 Respects your time by focusing on practical solutions you can implement in your own code

Written for novice programmers who need to learn Eclipse, the new integrated, open-source development environment, this book covers three areas that are of crucial interest--Eclipse, IBM's Software Widget Toolkit (the SWT), and JDBC. Questions such as how to use the new Eclipse Integrated Development Environment; how to create a complete functioning application with Eclipse; and where to get the software, how to install it, and how to configure it are answered. Options that programmers would use in a real production to be instantly productive in Eclipse and the steps needed to take to create a program or modifying an existing program are addressed.

This book constitutes the thoroughly refereed post-conference proceedings of the 8th International Conference on Modelling and Simulation for Autonomous Systems, MESAS 2021, held as a virtual event due COVID-19, in October 2021. The 30 full papers together with 2 short papers included in the volume were carefully reviewed and selected from 50 submissions. They are organized in the following topical sections: M&S of intelligent systems, R&D and application; and AxS/AI in context of future warfare and

security environment and future challenges of Advance M&S Technology.

Discover which ARTIK modules to use for various applications, and how to produce code for them. This book goes beyond the information previously available online, efficiently guiding developers from initial setup of their development environment to product development and prototyping in no time. Beginners will find helpful background insights into foundation technology and useful reference information is included for more advanced developers. Samsung's announcement of the new ARTIK modules for IoT has generated tremendous interest in the developer market for wearable and other consumer or industrial devices. This book provides the perfect tutorial-based introduction to the ARTIK family of "Systems on Modules," which integrate powerful microprocessors, memory, wireless connectivity, and enhanced security on to very small form factor boards. With Beginning Samsung ARTIK as your guide, take the next steps to creating great solutions with an ARTIK. What You'll Learn Use terminal emulators to access the command line and talk to the device Establish Wi-Fi connectivity with a wireless network Upgrade the operating system and install additional software Bring up Eclipse IDE and create a cross-compiler toolchain on Mac OS X Cross-compile for the ARM processors in the ARTIK modules using Arduino IDE with libArduino to C Use C to access the ARTIK hardware via a file based API Use Node.js and Python inside the ARTIK module Integrate applications with the Samsung SAMI data aggregation hub Use Temboo to generate IoT software solutions that can be downloaded and compiled natively inside the ARTIK Debug applications with software and hardware probes Who This Book Is For Moder-



ately experienced developers wanting to understand ARTIK and how to interact with it from within their own apps or web services.

Anybody can start building multimedia apps for the Android platform, and this book will show you how! Now updated to include both Android 4.4 and the new Android L, *Android Apps for Absolute Beginners, Third Edition* takes you through the process of getting your first Android apps up and running using plain English and practical examples. If you have a great idea for an Android app, but have never programmed before, then this book is for you. This book cuts through the fog of jargon and mystery that surrounds Android apps development, and gives you simple, step-by-step instructions to get you started. Teaches Android application development in language anyone can understand, giving you the best possible start in Android development. 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 apps running as soon as possible. This book covers both Android 4.4 (KitKat) and Android L, but is also backwards compatible to cover the previous Android releases since Android 1.5.

Take advantage of the leading open source integrated development environment to develop, organize, and debug your PHP web development projects.

*Android Wireless Application Development* has earned a reputation as the most useful real-world guide to building robust, commercial-grade Android apps. Now, authors Lauren Darcey and Shane Conder have systematically revised and updated this guide for the latest Android SDK 4.0. To accommodate their extensive new coverage, they've split the book into two volumes. Volume I focuses on Android essentials, including setting up your development environment, understanding the application lifecycle, designing effective user interfaces, developing for diverse devices, and optimizing your mobile app development process--from design through publishing. Every chapter has been thoroughly updated for the newest APIs, tools, utilities, and hardware. All sample code has been overhauled and tested on leading devices from multiple companies, and many new examples have been added. Drawing on decades of in-the-trenches experience as professional mobile developers, Darcey and Conder provide valuable new best practices--including powerful techniques for constructing more portable apps. This new edition contains full chapters on Android manifest files, content providers, effective app design, and testing; an all-new chapter on tackling compatibility issues; coverage of today's most valuable new Android tools and utilities; and even more exclusive tips and tricks. An indispensable resource for every Android development team member.