

Openbravo Tutorial Developer Guide

Perl 5 Developer's Guide Biz Talk Server 2000 Developer's Guide Metal Programming Guide ASP.Net Web Developer's Guide FPGA-Based Embedded System Developer's Guide Getting Started with Oracle WebLogic Server 12c: Developer's Guide A Developer's Guide to the Semantic Web Rational Application Developer for WebSphere Software V8 Programming Guide JBPM5 Developer Guide Inside Symbian SQL The Java Tutorial Metal Programming Guide The .NET Developer's Guide to Directory Services Programming The Official InstallShield for Windows Installer Developer's Guide The Java Developer's Guide to Eclipse FoxPro 2.6 for Windows Alfresco Developer Guide Java 2 Micro Edition Fundamentals of Computer Programming with C# Ruby on Rails Tutorial Moodle 3.x Developer's Guide The Programmer's Guide to SQL The Cg Tutorial Visualization Handbook Tcl/Tk Visual COBOL elementary Developer Guide Windows Telephony Programming Programming Ruby A Complete Guide to Programming in C++ Oracle Mobile Cloud Service Developer's Guide The Rust Programming Language (Covers Rust 2018) Oracle ADF Real World Developer's Guide Autodesk AutoCAD 2022 AutoLISP Developer's Guide Amazon SimpleDB Developer Guide Rational Application Developer V7.5 Programming Guide ArcObjects Developer's Guide Developer's Guide to Multiplayer Games Customizing Autocad 2009 Windows Home Server Users Guide

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JBPM5 Developer Guide Feb 24 2022

Approached from a developer's perspective, the "JBPM 5 Developer Guide" teaches readers all the essentials of Business Process Management through applicable examples with helpful screenshots and diagrams. This book is for Java developers and Java architects who need to have a deep understanding of how Business Process Management frameworks behave in real-life implementations. The book introduces you to the JBPM5 and Drools Community where you can contribute; providing ideas, adding code, fixing issues, or providing documentation and examples. The book assumes that you know the Java language well and also know some widely used frameworks, for example Hibernate and Log4J. You should also know the basics of relational databases and the Eclipse IDE.

A Complete Guide to Programming in C++ May 06 2020 This guide was written for readers interested in learning the C++ programming language from scratch, and for both novice and advanced C++ programmers wishing to enhance their knowledge of C++. The text is organized to guide the reader from elementary language concepts to professional software development, with in depth coverage of all the C++ language elements en route.

Visual COBOL Sep 09 2020 Forget what you think you may know about COBOL. Even though the language is more than 50 years old, COBOL applications still reign in the world of enterprise IT. With billions of transactions executed every day and often running behind the scenes, COBOL systems touch many aspects of our daily lives. Your mission: To start a new era of innovation powered by modern tools that bridge COBOL systems to the world of Java and .NET. Brought to you by Micro Focus (www.microfocus.com), the leader in COBOL development tools, this book is written for the COBOL, Java and .NET developer. Key features include: A simplified real-world example to illustrate key concepts; an explanation of the .NET and Java object models for the COBOL developer; an introduction to COBOL for the Java or .NET developer; a complete reference to the new syntax for Visual COBOL; and a free student development tools license integrated within Visual Studio and

Eclipse. The author, Paul Kelly, has worked at Micro Focus for over twenty years. He started as a technical author before moving into software development. Paul worked on Visual COBOL for 10 years between 2002 and 2012, initially on Visual Studio development, then later on Eclipse, before changing roles again to work as an architect developing a cloud-based SaaS offering for Micro Focus.

The Java Developer's Guide to Eclipse Aug 21 2021 Explains how to customize the Java integrated development environment, covering navigation, terminology, extension, the plug-in architecture, and frameworks.

The Programmer's Guide to SQL Jan 14 2021

This guide combines the proven tutorial approach to teaching SQL with a collection of major SQL statements with example code for five major database systems: SQL Server, Oracle, DB2, MySQL and Access.

Fundamentals of Computer Programming with C# Apr 16 2021 The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development

experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from <http://introprogramming.info>. Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: <http://www.introprogramming.info> License: CC-Attribution-Share-Alike Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming, C#, CSharp, C# book, tutorial, C# tutorial; programming concepts, programming fundamentals, compiler, Visual Studio, .NET, .NET Framework, data types, variables, expressions, statements, console, conditional statements, control-flow logic, loops, arrays, numeral systems, methods, strings, text processing, StringBuilder, exceptions, exception handling, stack trace, streams, files, text files, linear data structures, list, linked list, stack, queue, tree, balanced tree, graph, depth-first search, DFS, breadth-first search, BFS, dictionaries, hash tables, associative arrays, sets, algorithms, sorting algorithm, searching algorithms, recursion, combinatorial algorithms, algorithm complexity, OOP, object-oriented programming, classes, objects, constructors, fields, properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods,

polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous types, lambda expressions, LINQ, code quality, high-quality code, high-quality classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving, problem solving methodology, 9789544007737, 9544007733

Windows Telephony Programming Jul 08 2020 A TAPI tutorial for the Windows C++ developer, including several applications and a C++ class library developed to make Windows telephony more accessible. The key audiences are Windows developers and telephony programmers.

Oracle ADF Real World Developer's Guide Feb 01 2020 Become an ADF expert with essential tips n' tricks and case studies for leveraging your ADF applications.

The .NET Developer's Guide to Directory Services Programming Oct 23 2021 "If you have any interest in writing .NET programs using Active Directory or ADAM, this is the book you want to read." —Joe Richards, Microsoft MVP, directory services Identity and Access Management are rapidly gaining importance as key areas of practice in the IT industry, and directory services provide the fundamental building blocks that enable them. For enterprise developers struggling to build directory-enabled .NET applications, The .NET Developer's Guide to Directory Services Programming will come as a welcome aid. Microsoft MVPs Joe Kaplan and Ryan Dunn have written a practical introduction to programming directory services, using both versions 1.1 and 2.0 of the .NET Framework. The extensive examples in the book are in C#; a companion Web site includes both C# and Visual Basic source code and examples. Readers will Learn to create, rename, update, and delete objects in Active Directory and ADAM Learn to bind to and search directories effectively and efficiently Learn to read and write attributes of all types in the directory Learn to use directory services within ASP.NET applications Get concrete examples of common programming tasks such as managing Active Directory and ADAM users and groups, and performing authentication Experienced .NET developers—those building enterprise applications or simply interested in learning about directory services—will find that The .NET Developer's Guide to Directory Services Programming unravels the complexities and helps them to avoid the common pitfalls that developers face.

Windows Home Server Users Guide Jun 26 2019 This book details how to install, configure, and use Windows Home Server and explains how to connect to and manage different clients such as Windows XP, Windows Vista, Windows Media Center, and more. Its straightforward and easy-to-understand style will help you maximize all the benefits that Windows Home Server can bring. This guide features step-by-step instructions for configurations, lots of troubleshooting tips, many useful illustrations for a quick-to-learn approach, as well as handy hints, tips, and extensive walkthroughs to get you up and running as quickly and painlessly as possible.

The Official InstallShield for Windows Installer Developer's Guide Sep 21 2021 The

Official InstallShield for Windows® Installer Developer's Guide explores the Windows Installer Service (WIS) and the industry-leading InstallShield tool for putting this new Windows 2000 feature to work. Written by Bob Baker, an InstallShield insider, this title is a comprehensive, one-volume guide to WIS and the Microsoft policies governing its use. In addition, the book shows you how to build client installations using a simple editing tool or the full-blown InstallShield for Windows Installer commercial package. An accompanying CD includes a fully functional evaluation copy of InstallShield for Windows Installer version 1.52.

elementary Developer Guide Aug 09 2020 This book was created to teach you all about creating and distributing apps for elementary OS. What We Will & Won't Cover We're going to assume you have absolutely no experience in writing apps for elementary OS. But we will assume you have some basic programming knowledge and hopefully a little experience in Vala—or at least similarly-syntaxed languages. If you're not familiar with Vala, we encourage you to brush up on it before reading this book. GNOME's Vala Tutorial is a good place to start. We're also not covering design too much in this guide; that's what the Human Interface Guidelines (HIG) are for, and you're highly encouraged to take a look at them before beginning your app. We're going to assume you have a basic knowledge of—or at least a quick link to—the HIG and focus more on coding. We're going to cover several tasks including: building apps using GTK+, Granite, and other tech available in elementary OS; setting up a build system; hosting your code for collaborative development; packaging and distributing your new app; and more. Imagine You're Learning to Drive a Car As a student driver, you wouldn't expect us to teach you about the inner workings of the car in order to get from one spot to another. Rather, you would expect to hear about the rules of the road and the technique required to make the car perform certain maneuvers. In much the same way, we won't be creating a computer engineering guidebook. We are going to cover concepts at a higher level. To steer the car analogy in a different direction, as a student mechanic you're going to learn how to change the oil, swap out the seats, and adjust the suspension. We're not going to teach you every technical engineering aspect of internal combustion, aerodynamics, and the like.

Getting Started with Oracle WebLogic Server 12c: Developer's Guide May 30 2022 Getting Started with Oracle WebLogic Server 12c is a fast-paced and feature-packed book, designed to get you working with Java EE 6, JDK 7 and Oracle WebLogic Server 12c straight away, so start developing your own applications. Getting Started with Oracle WebLogic Server 12c: Developer's Guide is written for developers who are just getting started, or who have some experience, with Java EE who want to learn how to develop for and use Oracle WebLogic Server. Getting Started with Oracle WebLogic Server 12c: Developer's Guide also provides a great overview of the updated features of the 12c release, and how it integrates Java EE 6 and JDK 7 to remove boilerplate code.

Amazon SimpleDB Developer Guide Dec 01 2019 This book is a practical real-world tutorial

covering everything you need to know about Amazon SimpleDB. You will come across examples in three languages: Java, PHP, and Python. This book is aimed at transforming you from a beginner to an advanced developer. If you are a developer wanting to build scalable web-based database applications using SimpleDB, then this book is for you. You do not need to know anything about SimpleDB to read and learn from this book, and no basic knowledge is strictly necessary. This guide will help you to start from scratch and build advanced applications.

Rational Application Developer for WebSphere Software V8 Programming Guide Mar 28 2022 IBM® Rational® Application Developer for WebSphere® Software V8 is the full-function Eclipse 3.6 technology-based development platform for developing Java™ Platform, Standard Edition Version 6 (Java SE 6) and Java Platform, Enterprise Edition Version 6 (Java EE 6) applications. Beyond this function, Rational Application Developer provides development tools for technologies, such as OSGi, Service Component Architecture (SCA), Web 2.0, and XML. It has a focus on applications to be deployed to IBM WebSphere Application Server and IBM WebSphere Portal. Rational Application Developer provides integrated development tools for all development roles, including web developers, Java developers, business analysts, architects, and enterprise programmers. This IBM Redbooks® publication is a programming guide that highlights the features and tooling included with Rational Application Developer V8.0.1. Many of the chapters provide working examples that demonstrate how to use the tooling to develop applications and achieve the benefits of visual and rapid application development. This publication is an update of Rational Application Developer V7.5 Programming Guide, SG24-7672.

Autodesk AutoCAD 2022 AutoLISP Developer's Guide Jan 02 2020 About Getting Organized (AutoLISP) AutoLISP programs can be very simple in nature, executing a few commands that you might commonly use throughout the a day. They can also be very complex, extracting and formatting information from blocks, and constructing the extracted information into a table. When you first get started, keep things simple and then once you feel comfortable with AutoLISP then start looking at conditional and looping statements. When you begin to develop an AutoLISP program, you should keep the following steps in mind: Think about which tasks you want to accomplish. Design the program. Write the code. Add comments and format the code for readability. Test and debug the program.

ArcObjects Developer's Guide Sep 29 2019 "ArcObjects Developer's guide" provides the foundation for carrying out development tasks. Using plain language and extensive code samples, this book is the developer's passport to understanding the potential offered by ArcInfo 8. 54 photos, 5 tables, 15 diagrams.

Tcl/Tk Oct 11 2020 In just a few chapters you will learn about Tcl features that allow you to isolate and protect your code from being damaged in large applications. You will even learn how to extend the language itself. Tcl/Tk: A Developer's Guide clearly discusses

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development tools, proven techniques, and existing extensions. It shows how to use Tcl/Tk effectively and provides many code examples. This fully revised new edition is the complete resource for computer professionals, from systems administrators to programmers. It covers versions 7.4 to 8.4 and includes a CD-ROM containing the interpreters, libraries, and tutorials to get you started quickly. Additional materials in the book include case studies and discussions of techniques for the advanced user. On the CD-ROM *Distributions for Tcl 8.3 and 8.4 for Linux, Solaris, Macintosh, and Windows. *A copy of ActiveTcl from ActiveState. *The latest release of TclTutor. *How-to's and tutorials as well as copies of all the tools discussed in the book.

Java 2 Micro Edition May 18 2021 An in-depth tutorial on how to use Java 2 Micro Edition to program handheld devices Although Java is one of the most popular programming languages, it is too powerful to be used on wireless, handheld devices like the Palm Connected Organizer. A miniature version of Java, called Java 2 Micro Edition, has now been created by Sun Microsystems to run specifically on these devices. Written by software developer Eric Giguere, this book provides an authoritative treatment of this new language. Readers will learn what has to be done to make Java workable on these devices and what strategies are required to write programs that don't take up too much memory or run down the device's batteries. The book also provides complete coverage of Java Micro Edition, including the profiles that define the capabilities available to various devices. CD-ROM includes licensed versions of the Java 2 Micro Edition SDK, Waba, and Kaffe. Examples are provided that run on multiple wireless platforms.

Biz Talk Server 2000 Developer's Guide Oct 03 2022 The BizTalk 2000 Developer's Guide is written for developers who are responsible for installing, configuring and deploying the BizTalk Server in their organizations IT infrastructure. The opening chapters of the book discuss the benefits of seamless business-to-business application integration, summarize the features and enhancements of BizTalk Server 2000, and offer an introduction to XML - the driving force behind BizTalk. The next chapters explore the multiple tools that are incorporated into BizTalk that will transform the way in which information is created, transmitted and maintained in the server environment. Other chapters include complete coverage of the security considerations for BizTalk, and an examination of the various third-party plug-ins for enhancing BizTalk Server 2000. Contains a Wallet size CD with third-party plug-ins from leading developers, and ready-to-use source code from the book Timely .NET coverage. BizTalk Server 2000 is an integral member of Microsoft's .net Enterprise Server suite

Perl 5 Developer's Guide Nov 04 2022 A complete reference to existing Perl technologies--the dominant scripting language for the World Wide Web--provides instruction on the scripting languages that build interactivity into a website--and to the upcoming compiler. Original. (Intermediate). **Metal Programming Guide** Sep 02 2022 Master Metal: The Next-Generation Graphics and GPU Programming Platform for Apple Developers

Metal enables Apple developers to maximize performance in demanding tasks like 3D graphics, games, scientific programming, visualization, and GPU-accelerated machine learning. Metal(R) Programming Guide is the authoritative, practical guide to Metal for all iOS programmers who are interested in graphics programming but don't know where to start. Pioneering Apple developer Janie Clayton covers everything from basic draw calls to advanced parallel computing, combining easy-to-understand conceptual explanations with well-tested Swift 4/Xcode 9 sample code (available for download at GitHub). Clayton introduces the essential Metal, graphics, and math concepts every graphics programmer needs to know. She also discusses key graphics-specific libraries, concepts, and Metal Classes, presenting techniques and examples you'll find valuable for both graphics and data processing. Clayton also provides coverage of the Metal Compute Pipeline, demonstrating practical GPU programming applications ranging from image processing to neural networking. Quickly get a basic Metal project running Work with Metal resources and memory management Learn how shaders are compiled and accessed by the CPU Program both 2D and 3D graphics with Metal Import 3D models and assets from Blender, Maya, and other programs Apply imported textures to model objects Use multipass rendering to efficiently implement computationally expensive techniques Leverage tessellation to reduce mesh detail Use the GPU for a wide spectrum of general-purpose computing applications Get started with the Metal Performance Shaders Framework Register your product at informit.com/register for convenient access to downloads, updates, and/or corrections as they become available. Normal 0 false false false EN-US X-NONE X-NONE

Developer's Guide to Multiplayer Games Aug 28 2019 This is one of the few books on the market that provides the programmer and developer with the details of creating computer games on the Internet with special focus on MYSQL and Perl.

Visualization Handbook Nov 11 2020 The Visualization Handbook provides an overview of the field of visualization by presenting the basic concepts, providing a snapshot of current visualization software systems, and examining research topics that are advancing the field. This text is intended for a broad audience, including not only the visualization expert seeking advanced methods to solve a particular problem, but also the novice looking for general background information on visualization topics. The largest collection of state-of-the-art visualization research yet gathered in a single volume, this book includes articles by a "who's who of international scientific visualization researchers covering every aspect of the discipline, including: · Virtual environments for visualization · Basic visualization algorithms · Large-scale data visualization · Scalar data isosurface methods · Visualization software and frameworks · Scalar data volume rendering · Perceptual issues in visualization · Various application topics, including information visualization. * Edited by two of the best known people in the world on the subject; chapter authors are authoritative experts in their own fields; * Covers a wide range of topics, in 47

chapters, representing the state-of-the-art of scientific visualization.

Customizing Autocad 2009 Jul 28 2019 **The Java Tutorial** Dec 25 2021 The Java® Tutorial, Fifth Edition, is based on Release 7 of the Java Platform Standard Edition. This revised and updated edition introduces the new features added to the platform, including a section on NIO.2, the new file I/O API, and information on migrating legacy code to the new API. The deployment coverage has also been expanded, with new chapters such as "Doing More with Rich Internet Applications" and "Deployment in Depth," and a section on the fork/join feature has been added to the chapter on concurrency. Information reflecting Project Coin developments, including the new try-with-resources statement, the ability to catch more than one type of exception with a single exception handler, support for binary literals, and diamond syntax, which results in cleaner generics code, has been added where appropriate. The chapters covering generics, Java Web Start, and applets have also been updated. In addition, if you plan to take one of the Java SE 7 certification exams, this guide can help. A special appendix, "Preparing for Java Programming Language Certification," lists the three exams available, details the items covered on each exam, and provides cross-references to where more information about each topic appears in the text. All of the material has been thoroughly reviewed by members of Oracle Java engineering to ensure that the information is accurate and up to date. **FoxPro 2.6 for Windows** Jul 20 2021 This tutorial and reference provides readers with information on the xBASE language and teaches them how to maximise their use of this popular Windows-based management package. **ASP.Net Web Developer's Guide** Aug 01 2022 ASP.Net Web Developer's Guide provides information to make use of Microsoft's newest Web development platform. ASP.NET is a revolutionary programming framework that enables the rapid development of powerful web applications and services. Part of the emerging Microsoft .NET Platform, it provides the easiest and most scalable way to build, deploy and run distributed web applications that can target any browser or device. ASP.NET (formerly referred to as ASP+) is more than the next version of Active Server Pages (ASP); it is a unified Web development platform that provides the services necessary for developers to build enterprise-class Web applications. ASP .net Web Developer's Guide assists Web developers to quickly and easily build solutions for the Microsoft .NET platform. Programmers who are expert in asp and other languages will find this book invaluable. This book will appeal to all web developers - regardless of what language they are using or what platform they will be using. Comprehensive Coverage of the Entire .net Framework for B2B commerce.

The Rust Programming Language (Covers Rust 2018) Mar 04 2020 The official book on the Rust programming language, written by the Rust development team at the Mozilla Foundation, fully updated for Rust 2018. The Rust Programming Language is the official book on Rust: an open source systems programming language that helps you write faster, more reliable software. Rust offers control over low-level details (such as memory

usage) in combination with high-level ergonomics, eliminating the hassle traditionally associated with low-level languages. The authors of The Rust Programming Language, members of the Rust Core Team, share their knowledge and experience to show you how to take full advantage of Rust's features--from installation to creating robust and scalable programs. You'll begin with basics like creating functions, choosing data types, and binding variables and then move on to more advanced concepts, such as:

- Ownership and borrowing, lifetimes, and traits
- Using Rust's memory safety guarantees to build fast, safe programs
- Testing, error handling, and effective refactoring
- Generics, smart pointers, multithreading, trait objects, and advanced pattern matching
- Using Cargo, Rust's built-in package manager, to build, test, and document your code and manage dependencies
- How best to use Rust's advanced compiler with compiler-led programming techniques

You'll find plenty of code examples throughout the book, as well as three chapters dedicated to building complete projects to test your learning: a number guessing game, a Rust implementation of a command line tool, and a multithreaded server. New to this edition: An extended section on Rust macros, an expanded chapter on modules, and appendixes on Rust development tools and editions.

Rational Application Developer V7.5

Programming Guide Oct 30 2019 IBM®

Rational® Application Developer for WebSphere® Software v7.5 (Application Developer, for short) is the full function Eclipse 3.4 based development platform for developing Java™ Standard Edition Version 6 (Java SE 6) and Java Enterprise Edition Version 5 (Java EE 5) applications with a focus on applications to be deployed to IBM WebSphere Application Server and IBM WebSphere Portal. Rational Application Developer provides integrated development tools for all development roles, including Web developers, Java developers, business analysts, architects, and enterprise programmers. Rational Application Developer is part of the IBM Rational Software Delivery Platform (SDP), which contains products in four life cycle categories: - Architecture management, which includes integrated development environments - Change and release management - Process and portfolio management - Quality management This IBM Redbooks™ publication is a programming guide that highlights the features and tooling included with Rational Application Developer v7.5. Many of the chapters provide working examples that demonstrate how to use the tooling to develop applications, as well as achieve the benefits of visual and rapid application development. This publication is an update of Rational Application Developer V7 Programming Guide, SG24-7501.

A Developer's Guide to the Semantic Web

Apr 28 2022 Covering the theory, technical components and applications of the Semantic Web, this book's unrivalled coverage includes the latest on W3C standards such as OWL 2, and discusses new projects such as DBpedia. It also shows how to put theory into practice.

Metal Programming Guide Nov 23 2021

Master Metal: The Next-Generation Graphics and GPU Programming Platform for Apple Developers Metal enables Apple developers to

maximize performance in demanding tasks like 3D graphics, games, scientific programming, visualization, and GPU-accelerated machine learning. Metal(R) Programming Guide is the authoritative, practical guide to Metal for all iOS programmers who are interested in graphics programming but don't know where to start. Pioneering Apple developer Janie Clayton covers everything from basic draw calls to advanced parallel computing, combining easy-to-understand conceptual explanations with well-tested Swift 4/Xcode 9 sample code (available for download at GitHub). Clayton introduces the essential Metal, graphics, and math concepts every graphics programmer needs to know. She also discusses key graphics-specific libraries, concepts, and Metal Classes, presenting techniques and examples you'll find valuable for both graphics and data processing. Clayton also provides coverage of the Metal Compute Pipeline, demonstrating practical GPU programming applications ranging from image processing to neural networking. Quickly get a basic Metal project running Work with Metal resources and memory management Learn how shaders are compiled and accessed by the CPU Program both 2D and 3D graphics with Metal Import 3D models and assets from Blender, Maya, and other programs Apply imported textures to model objects Use multipass rendering to efficiently implement computationally expensive techniques Leverage tessellation to reduce mesh detail Use the GPU for a wide spectrum of general-purpose computing applications Get started with the Metal Performance Shaders Framework Register your product at informit.com/register for convenient access to downloads, updates, and/or corrections as they become available. Normal 0 false false false EN-US X-NONE X-NONE

FPGA-Based Embedded System Developer's

Guide Jun 30 2022 The book covers various aspects of VHDL programming and FPGA interfacing with examples and sample codes giving an overview of VLSI technology, digital circuits design with VHDL, programming, components, functions and procedures, and arithmetic designs followed by coverage of the core of external I/O programming, algorithmic state machine based system design, and real-world interfacing examples.

- Focus on real-world applications and peripherals interfacing for different applications like data acquisition, control, communication, display, computing, instrumentation, digital signal processing and top module design
- Aims to be a quick reference guide to design digital architecture in the FPGA and develop system with RTC, data transmission protocols

Programming Ruby Jun 06 2020 A tutorial and reference to the object-oriented programming language for beginning to experienced programmers, updated for version 1.8, describes the language's structure, syntax, and operation, and explains how to build applications. Original. (Intermediate)

Oracle Mobile Cloud Service Developer's Guide Apr 04 2020 Create Modern, Enterprise Mobile Apps with Oracle Mobile Cloud Service Create and deploy high-performance enterprise mobile applications using the hands-on information contained in this Oracle Press guide. Written by a director of product management within Oracle's platform-as-a-service group, Oracle

Mobile Cloud Service Developer's Guide features a start-to-finish case study application that clearly demonstrates key techniques and features. Learn how to set up mobile back ends, work with native SDKs, build custom APIs, and deliver best-in-class mobile services with Oracle Mobile Cloud Service. Oracle Mobile Application Accelerator and enterprise mobile solutions are fully covered in this comprehensive resource.

- Explore the features and benefits of Oracle Mobile Cloud Service
- Work from the command line, within Oracle Mobile Cloud Service, and native platform IDEs
- Visually describe business objects using REST API for Oracle Mobile Cloud Service
- Perform CRUD operations on the back end and client side
- Develop mobile applications using SDKs for iOS and Android
- Build a cross-platform client with Oracle Mobile Application Accelerator
- Monitor and administer Oracle Mobile Cloud Service in enterprises of all sizes

Inside Symbian SQL Jan 26 2022 This is the definitive guide for Symbian C++ developers looking to use Symbian SQL in applications or system software. Since Symbian SQL and SQLite are relatively new additions to the Symbian platform, Inside Symbian SQL begins with an introduction to database theory and concepts, including a Structured Query Language (SQL) tutorial. Inside Symbian SQL also provides a detailed overview of the Symbian SQL APIs. From the outset, you will "get your hands dirty" writing Symbian SQL code. The book includes snippets and examples that application developers can immediately put to use to get started quickly. For device creators and system software developers, Inside Symbian SQL offers a unique view into the internals of the implementation and a wealth of practical advice on how to make best and most efficient use of the Symbian SQL database. Several case studies are presented - these are success stories 'from the trenches', written by Symbian engineers. Special Features: The book assumes no prior knowledge of databases Includes detailed and approachable explanations of database concepts Easy to follow SQL tutorial with SQLite examples Unique view into the Symbian SQL internals Troubleshooting section with solutions to common problems Written by the Symbian engineers who implemented SQLite on Symbian, with more than 40 years combined Symbian C++ experience, this book is for anyone interested in finding out more about using a database on Symbian.

Ruby on Rails Tutorial Mar 16 2021 This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Used by sites as varied as Twitter, GitHub, Disney, and Airbnb, Ruby on Rails is one of the most popular frameworks for developing web applications, but it can be challenging to learn and use. Whether you're new to web development or new only to Rails, Ruby on Rails™ Tutorial, Fourth Edition, is the solution. Best-selling author and leading Rails developer Michael Hartl teaches Rails by guiding you through the development of three example applications of increasing sophistication. The tutorial's examples focus on the general principles of web development needed for virtually any kind of website. The updates to this edition include full compatibility

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with Rails 5, a division of the largest chapters into more manageable units, and a huge number of new exercises interspersed in each chapter for maximum reinforcement of the material. This indispensable guide provides integrated tutorials not only for Rails, but also for the essential Ruby, HTML, CSS, and SQL skills you need when developing web applications. Hartl explains how each new technique solves a real-world problem, and then he demonstrates it with bite-sized code that's simple enough to understand, yet novel enough to be useful. Whatever your previous web development experience, this book will guide you to true Rails mastery. This book will help you Install and set up your Rails development environment, including pre-installed integrated development environment (IDE) in the cloud Go beyond generated code to truly understand how to build Rails applications from scratch Learn testing and test-driven development (TDD) Effectively use the Model-View-Controller (MVC) pattern Structure applications using the REST architecture Build static pages and transform them into dynamic ones Master the Ruby programming skills all Rails developers need Create high-quality site layouts and data models Implement registration and authentication systems, including validation and secure passwords Update, display, and delete users Upload images in production using a cloud storage service Implement account activation and password reset, including sending email with Rails Add

social features and microblogging, including an introduction to Ajax Record version changes with Git and create a secure remote repository at Bitbucket Deploy your applications early and often with Heroku

Alfresco Developer Guide Jun 18 2021

Customizing Alfresco with actions, web scripts, web forms, workflows, and more

Moodle 3.x Developer's Guide Feb 12 2021

Effortlessly ensure your application's code quality from day 1 About This Book Customize your Moodle 3.x app. Leverage the new features of Moodle 3.x by diving deep into the Moodle development eco-system. Cater to heavy user traffic, customize learning requirements and create custom third party plugins. Who This Book Is For This book is for Moodle developers who are familiar with the basic Moodle functionality and have an understanding of the types of scenarios in which the Moodle platform can be usefully employed. You must have medium-level PHP programming knowledge. You should be familiar with HTML and XML protocols. You do not need to have prior knowledge of Moodle-specific terminology What You Will Learn Work with the different types of custom modules that can be written for Moodle 3.x Understand how to author custom modules so they conform to the agreed Moodle 3.x development guidelines Get familiar with the Moodle 3.x architecture—its internal and external APIs Customize Moodle 3.x so it can integrate seamlessly with third-party applications of any kind Build a new course format to specify the

layout of a course Implement third-party graphics libraries in your plugins Build plugins that can be themed easily Provide custom APIs that will provide the means to automate Moodle 3 in real time In Detail The new and revamped Moodle is the top choice for developers to create cutting edge e-learning apps that cater to different user's segments and are visually appealing as well. This book explains how the Moodle 3.x platform provides a framework that allows developers to create a customized e-learning solution. It begins with an exploration of the different types of plugin.. We then continue with an investigation of creating new courses. You will create a custom plugin that pulls in resources from a third-party repository. Then you'll learn how users can be assigned to courses and granted the necessary permissions. Furthermore, you will develop a custom user home. At the end of the book, we'll discuss the Web Services API to fully automate Moodle 3.x in real time. Style and approach This book takes a step-by-step practical approach with every step explained in great detail using practical examples. You will create custom plugins from scratch with the examples shown and create new modules as well as extensions with the examples presented.

The Cg Tutorial Dec 13 2020 Cg is a complete programming environment for the fast creation of special effects and real-time cinematic quality experiences on multiple platforms. This text provides a guide to the Cg graphics language.