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A Developer's Guide to Amazon SimpleDB May 21 2022 The Complete Guide to Building Cloud Computing Solutions with Amazon SimpleDB Using SimpleDB, any organization can leverage Amazon Web Services (AWS), Amazon's powerful cloud-based computing platform–and dramatically reduce the cost and resources associated with application infrastructure. Now, for the first time, there's a complete developer's guide to building production solutions with Amazon SimpleDB. Pioneering SimpleDB developer Mocky Habeeb brings together all the hard-to-find information you need to succeed. Mocky tours the SimpleDB platform and APIs, explains their essential characteristics and tradeoffs, and helps you determine whether your applications are appropriate for SimpleDB. Next, he walks you through all aspects of writing, deploying, querying, optimizing, and securing Amazon SimpleDB applications–from the basics through advanced techniques. Throughout, Mocky draws on his unsurpassed experience supporting developers on SimpleDB's official Web forums. He offers practical tips and answers that can't be found anywhere else, and presents extensive working sample code–from snippets to complete applications. With A Developer's Guide to Amazon SimpleDB you will be able to Evaluate whether a project is suited for Amazon SimpleDB Write SimpleDB applications that take full advantage of SimpleDB's availability, scalability, and flexibility Effectively manage the entire SimpleDB application lifecycle Deploy cloud computing applications faster and more easily Work with SELECT and bulk data operations Fine tune queries to optimize performance Integrate SimpleDB security into existing organizational security plans Write and enhance runtime SimpleDB clients Build complete applications using AJAX and SimpleDB Understand low-level issues involved in writing clients and frameworks Solve common SimpleDB usage problems and avoid hidden pitfalls This book will be an indispensable resource for every IT professional evaluating or using SimpleDB to build cloud-computing applications, clients, or frameworks.

ASP.Net Web Developer's Guide Sep 25 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.

Tcl/Tk Dec 24 2019 Machine generated contents note: Chapter 1: Tcl/Tk Features Chapter 2: The Mechanics of Using the Tcl and Tk Interpreters Chapter 3: Introduction to the Tcl Language Chapter 4: File System, Disk I/O and Sockets Chapter 5: Using Strings and Lists Chapter 6: Basic list, array and dict Chapter 7: Advanced List, array and dict Chapter 8: Procedure Techniques Chapter 9: Namespaces Chapter 10: Basic TclOO Chapter 11: Advanced TclOO Chapter 12: Packages and modules Chapter 13: Introduction to Tk Graphics Chapter 14: Overview of the canvas Widget Chapter 15: The text widget and htmllib Chapter 16: Themed Widgets Chapter 17: Tk Megawidgets Chapter 18: Writing a Tcl Extension Chapter 19: Extensions and Packages Chapter 20: Programming Tools Chapter 21: Debugging and Optimization techniques Chapter 22: Tips and Techniques .

A Developer's Guide to the Semantic Web Mar 19 2022 The Semantic Web represents a vision for how to make the huge amount of information on the Web automatically processable by machines on a large scale. For this purpose, a whole suite of standards, technologies and related tools have been specified and developed over the last couple of years and they have now become the foundation for numerous new applications. A Developer's Guide to the Semantic Web helps the reader to learn the core standards, key components and underlying concepts. It provides in-depth coverage of both the what-is and how-to aspects of the Semantic Web. From Yu's presentation, the reader will obtain not only a solid understanding about the Semantic Web, but also learn how to combine all the pieces to build new applications on the Semantic Web. The second edition of this book not only adds detailed coverage of the latest W3C standards such as SPARQL 1.1 and RDB2RDF, it also updates the readers by following recent developments. More specifically, it includes five new chapters on schema.org and semantic markup, on Semantic Web technologies used in social networks and on new applications and projects such as data.gov and Wikidata and it also provides a complete coding example of building a search engine that supports Rich Snippets. Software developers in industry and students specializing in Web development or Semantic Web technologies will find in this book the most complete guide to this exciting field available today. Based on the step-by-step presentation of real-world projects, where the technologies and standards are applied, they will acquire the knowledge needed to design and implement state-of-the-art applications.

Mac OSX Developer's Guide Mar 27 2020 Mac OS X, Apple's newest operating system for the Macintosh platform, is profoundly different from its earlier versions because of its similarity to the UNIX operating system. For developers writing software for OS X this means adjusting to two new environments to create applications and to access the enhanced features of the new OS, Cocoa and Carbon. Cocoa is an object-oriented API in which all future OS X programs will be written. Carbon is a transitional technology allowing compatibility of applications written for earlier versions of the Mac OS with Mac OS X. Mac OS X Developer's Guide focuses equally on Cocoa and Carbon, guiding the reader through these technologies and showing how to write applications in both. It is the first book for Mac OS X developers written for those who are already working on applications, as well as new developers just getting started. It starts off describing the new OS and its development tools then focuses on specific programming issues, providing tips on making the transition from classic Mac OS code to Mac OS X. * A guide for developers already writing applications as well as new developers just getting started * Focuses equally on both Cocoa and Carbon environments * Provides tips on transitioning from writing code for classic Mac OS to OS X * References Apple online materials extensively, to keep developers up to speed on changes

A Developer's Guide to Ethereum Apr 08 2021 Blockchain technology has certainly been hyped over the past few years, but when you strip all of that away, what can actually do with it? This book is a collection of articles that provide an introduction to Ethereum, an open source platform that's based based on blockchain. It enables developers to build and deploy decentralized applications that can

be relied on to work without fraud, censorship or interference from third parties. We start off by explaining what blockchain is and how it works, and also look at some potential practical applications for blockchain technology. We then move on to looking at the Ethereum platform specifically. Far more than just a cryptocurrency or smart contracts platform, Ethereum is becoming an entire ecosystem for building decentralized applications. This book contains: Blockchain: What It Is, How It Works, Why It's So Popular by Bruno Skvorc What is a Bitcoin Node? Mining versus Validation by Bruno Skvorc How the Lightning Network Helps Blockchains Scale by Bruno Skvorc The Top Nine Uses for Blockchain by Mateja Kendel Introduction to Ethereum: A Cryptocurrency with a Difference by Bruno Skvorc A Deep Dive into Cryptography by Bruno Skvorc 3 Bitcoin Alternatives Compared: Ethereum, Cardano and NEO by David Attard Compiling and Smart Contracts: ABI Explained by Mislav Javor Ethereum Wallets: Send and Receive Ether with MyEtherWallet by Bruno Skvorc Ethereum: How Transaction Costs are Calculated by Bruno Skvorc Proof of Stake vs Proof of Work by Bruno Skvorc Ethereum's Casper: Ghostbusting Proof of Stake Problems by Tonino Jankov Decentralized Storage and Publication with IPFS and Swarm by Tonino Jankov Ethereum Messaging: Explaining Whisper and Status.im by Tonino Jankov Ethereum: Internal Transactions & Token Transfers Explained by Bruno Skvorc BigchainDB: Blockchain and Data Storage by Chris Ward This book is for anyone interested in using the Ethereum platform for development. No prior knowledge of blockchain is assumed.

JBoss: Developer's Guide Oct 02 2020 Build your own enterprise applications and integration flows with JBoss and its products About This Book Build fast, smart, and flexible applications using JBoss Couple one or more JBoss products to effectively solve various business problems Explore the JBoss product ecosystem for improving the performance of your projects Who This Book Is For If you are a Java developer who wants to have a complete view of the JBoss ecosystem or quickly explore a specific JBoss Product, then this is the book you want. Integrators and consultants, familiar with JBoss, who want integrate several JBoss products within their ongoing project will also find this book useful. What You Will Learn Create new applications or integrate existing systems with JBoss products Setup and manage a JBoss domain Setup and manage a JBoss Fuse cluster with Fabric and Apache Karaf Create and deploy OSGi applications on JBoss Fuse containersv Manage enterprise data with JBoss Datagrid Aggregate various data sources with JBoss Data virtualization to offer data as a service Optimize your business and workflows with both JBoss Business RulesManagement System and JBoss Business Process Management platforms. In Detail Have you often wondered what is the best JBoss product to solve a specific problem? Do you want to get started with a specific JBoss product and know how to integrate different JBoss products in your IT Systems? Then this is the book for you. Through hands-on examples from the business world, this guide presents details on the major products and how you can build your own Enterprise services around the JBoss ecosystem. Starting with an introduction to the JBoss ecosystem, you will gradually move on to developing and deploying clustered application on JBoss Application Server, and setting up high availability using undertow or HA proxy loadbalancers. As you are moving to a micro service archicture, you will be taught how to package existing Java EE applications as micro service using Swarm or create your new micro services from scratch by coupling most popular Java EE frameworks like JPA, CDI with Undertow handlers. Next, you will install and configure JBoss Data grid in development and production environments, develop cache based applications and aggregate various data source in JBoss data virtualization. You will learn to build, deploy, and monitor integration scenarios using JBoss Fuse and run both producers/consumers applications relying on JBoss AMQ. Finally, you will learn to develop and run business workflows and make better decisions in your applications using Drools and Jboss BPM Suite Platform. Style and Approach The book works through the major JBoss products, with examples and instructions to help you understand each product and how they work together.

Windows 3.1 May 29 2020

Bluetooth Application Developer's Guide Mar 07 2021 "Bluetooth (enabled devices) will ship in the billions of units once it gains momentum." - Martin Reynolds, Gartner Group Bluetooth is the most

exciting development in wireless computing this decade! Bluetooth enabled devices can include everything from network servers, laptop computers and PDAs, to stereos and home security systems. Most Bluetooth products to hit the market in 2001 will be PC cards for laptop computers and access points, which allow up to seven Bluetooth devices to connect to a network. Reports indicate that by the end of 2003 there will be over 2 billion Bluetooth-enabled devices. Bluetooth-enabled devices communicate with each other through embedded software applications. Bluetooth Developer's Guide to Embedded Applications will provide embedded applications developers with advanced tutorials and code listings written to the latest Bluetooth's latest specification, version 1.1. Written by Bluetooth pioneers from market leaders in Bluetooth software development, Extended Systems and Cambridge Silicon Radio, this is the first advanced level Bluetooth developer title on the market. White Hot Topic While other books introduce readers to the possibilities of Bluetooth, this is the first comprehensive, advanced level programming book written specifically for embedded application developers Authors are responsible for SDK, the market-leading development tool for Bluetooth Comes with Syngress' revolutionary Credit Card CD containing a printable HTML version of the book, all of the source code and sample applications from Extended Systems and Cambridge Silicon Radio

C#.Net Developer's Guide Aug 20 2019 Microsoft's C# ("C sharp") is a modern, object-oriented programming language built from the ground up to exploit the power of XML-based Web services on Microsoft's new .NET platform. With its Visual C++ development system heritage, C# will enable millions of C and C++ developers to use existing skills to rapidly build sophisticated XML-based .NET applications. Why Will Web Developers Switch to C#? ...Because it's the ideal solution for C and C++ programmers who need to combine rapid development with the power to access all the functionality of the Microsoft.NET platform. They want an environment that is completely in sync with emerging Web standards and one that provides easy integration with existing applications. C#.net Web Developer's Guide will enhance developer productivity and help them eliminate programming errors that can lead to increased development costs. This book teaches Web developers to quickly and easily build solutions for the Microsoft .NET platform. Web developers will learn to use C# components to build Web services and applications that are available across the Internet, from any application running on any platform. * Timely coverage of newly released product - programmers and developers are anxious to learn about the new technology * Comes with Syngress' revolutionary wallet-sized CD containing a printable HTML version of the book and all of the source code examples and demos of popular C# upgrade and programming tools

JavaFX Developer's Guide Jul 23 2022 Updated for JavaFX 1.3 The JavaFX platform makes it possible to write applications that can be deployed across devices ranging from cell phones to desktops, with little or no change required. JavaFX applications are written using JavaFX Script, a new and easy-to-use scripting language. Kim Topley's JavaFX™ Developer's Guide thoroughly covers the JavaFX language and its core libraries and shows you step by step how to develop and deliver JavaFX applications for the desktop and for mobile devices. It provides complete coverage of all aspects of the language, including Language syntax Tools you can use to develop, debug, and deploy JavaFX applications User interface classes Animation How to play audio and video How to use RESTful Web services and databases to retrieve the data for your application How to create custom components Transformations User interface basics, attributes, events,and controls JavaFX and networking JavaFX development with NetBeans and Eclipse Packaging and deployment Topley highlights critical topics that other books gloss over, presents detailed examples that stretch JavaFX to its limits, and shows you exactly how to build on the skills you already have. Whether you've been focused on HTML/XML/CSS Web development or Java Swing, this book will help you get outstanding results with JavaFX.

Facebook API Developers Guide Jul 11 2021 The Facebook API allows web developers to create Facebook applications and access Facebook data from other applications. Facebook API Developers Guide covers the use and implementation of the Facebook API—what the key features are and how you can access them. You will learn, through practical examples, the main features of the Facebook

API including an introduction to the API–specific languages FQL and FBML. These examples are further supported by the introduction of other technologies like language libraries, relational database management systems, and XML. Covers all key features of the Facebook API Explains the API languages FQL and FBML Teaches by example, with useful code and tips you can use in your own applications

The Java Developer's Guide to Eclipse Apr 27 2020 Explains how to customize the Java integrated development environment, covering navigation, terminology, extension, the plug-in architecture, and frameworks.

Perl 5 Developer's Guide May 09 2021 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).

A Developer's Guide to the Semantic Web Sep 01 2020 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.

VB.Net Web Developer's Guide Feb 06 2021 Visual Basic has long been the language of choice when designing Windows-based applications and the Web. Touted as both the most popular and productive computing language, Visual Basic has amassed quite a following of devoted programmers, and is a sought after programming skill. With the introduction of .NET Enterprise, Microsoft launch VB.NET, offering a streamlined, simplified version of Visual Basic language. With increased power, scalability, functionality and reliability, VB.NET is positioned to be the most productive tool in a programmer's toolbox. VB.NET Developer's Guide is written for previous Visual Basic Programmers looking to harness the power of the new features and functionality incorporated in Visual Basic.NET. Timely coverage of newly released product which Visual Basic users will be eager to learn VB.NET Developer's Guide is one of the first comprehensive reference for programmers and developers anxious to learn about the new technology

Magento PHP Developer's Guide Feb 24 2020 In the world of e-commerce, there are dozens of tools available to use in custom web design and development. Out of all of these options, Magento is the web's fastest growing e-commerce platform. Its architecture makes it possible to extend the functionalities using plugins, which are shared by the community, extensively. This book is a practical guide packed with examples so developers can understand its fundamental concepts and then start developing and testing Magento code. The book starts by building your knowledge of Magento, providing you with the techniques and tools you require to start your first Magento development. You will then learn to work with data collections and the EAV system, before gradually moving on to extending the frontend and backend. You will learn all about deploying and distributing custom modules. This book will help you navigate your way around your first Magento developments, helping you to avoid all of the most common headaches that new developers face when first getting started.

XSLT Developer's Guide Oct 14 2021 The definitive guide to building and deploying XSLT solutions for enterprise-level applications. Features case studies that document and explain real-world implementation of XSLT.

Flash and XML Jan 25 2020 The complete tutorial on integrating Flash and XML to create powerful Web applications. Integrate Flash with dynamic content, backend databases, server apps--even other live users. Covers ActionScript, HTTP, SQL, PHP, and much more.

ARM System Developer's Guide Sep 13 2021 Over the last ten years, the ARM architecture has become one of the most pervasive architectures in the world, with more than 2 billion ARM-based processors embedded in products ranging from cell phones to automotive braking systems. A world-wide community of ARM developers in semiconductor and product design companies includes software developers, system designers and hardware engineers. To date no book has directly addressed their need to develop the system and software for an ARM-based system. This text fills

that gap. This book provides a comprehensive description of the operation of the ARM core from a developer's perspective with a clear emphasis on software. It demonstrates not only how to write efficient ARM software in C and assembly but also how to optimize code. Example code throughout the book can be integrated into commercial products or used as templates to enable quick creation of productive software. The book covers both the ARM and Thumb instruction sets, covers Intel's XScale Processors, outlines distinctions among the versions of the ARM architecture, demonstrates how to implement DSP algorithms, explains exception and interrupt handling, describes the cache technologies that surround the ARM cores as well as the most efficient memory management techniques. A final chapter looks forward to the future of the ARM architecture considering ARMv6, the latest change to the instruction set, which has been designed to improve the DSP and media processing capabilities of the architecture. * No other book describes the ARM core from a system and software perspective. * Author team combines extensive ARM software engineering experience with an in-depth knowledge of ARM developer needs. * Practical, executable code is fully explained in the book and available on the publisher's Website. * Includes a simple embedded operating system.

ASP.Net Developer's Guide Jun 29 2020 A comprehensive and authoritative guide to development with ASP.NET, Microsoft's ActiveServer Pages. It covers all the features and syntax of ASP.NET, and a special ASP.NET in Action part features the development of three full-fledged applications, including a product catalogue, shopping cart, and customer customization. This guide also addresses the critical issues of debugging and security. The CD contains all the code from the book, ready to run, plus additional application solutions not provided in the book.

FPGA-Based Embedded System Developer's Guide Nov 22 2019 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

Alfresco Developer Guide Nov 15 2021 Customizing Alfresco with actions, web scripts, web forms, workflows, and more

Amazon SimpleDB Developer Guide Jun 10 2021 Scale your application's database on the cloud using Amazon SimpleDB with this book and eBook.

LabVIEW Oct 22 2019 LabVIEWTM has become one of the preeminent platforms for the development of data acquisition and data analysis programs. LabVIEWTM: A Developer's Guide to Real World Integration explains how to integrate LabVIEW into real-life applications. Written by experienced LabVIEW developers and engineers, the book describes how LabVIEW has been pivotal in solving real-world challenges. Each chapter is self-contained and demonstrates the power and simplicity of LabVIEW in various applications, from image processing to solar tracking systems. Many of the chapters explore how exciting new technologies can be implemented in LabVIEW to enable novel solutions to new or existing problems. The text also presents novel tricks and tips for integrating LabVIEW with third-party hardware and software. Ideal for LabVIEW users who develop stand-alone applications, this down-to-earth guide shows how LabVIEW provides solutions to a variety of application problems. It includes projects and virtual instrumentation for most of the programs and utilities described. Many of the authors' own software contributions are available on the accompanying CD-ROM.

LabVIEW Apr 20 2022 LabVIEW has become one of the preeminent platforms for the development of data acquisition and data analysis programs. LabVIEW : A Developer's Guide to Real World Integration explains how to integrate LabVIEW into real-life applications.Written by experienced LabVIEW developers and engineers, the book describes how LabVIEW has been pivotal in solv

PHP 4 Developer's Guide Feb 18 2022 A definitive guide to the open source, HTML-embedded scripting language explains how to use PHP 4 for a wide range of application development projects, especially dynamic Web content, covering the latest features of PHP 4, as well as installation, configuration, database connectivity and management, debugging, and more. Original. (Intermediate/Advanced)

The Book of CSS3 Dec 16 2021 CSS3 is behind most of the eye-catching visuals on the Web today, but the official documentation can be dry and hard to follow and browser implementations are scattershot at best. The Book of CSS3 distills the dense technical language of the CSS3 specification into plain English and shows you what CSS3 can do right now, in all major browsers. With real-world examples and a focus on the principles of good design, it extends your CSS skills, helping you transform ordinary markup into stunning, richly-styled web pages. You'll master the latest cutting-edge CSS3 features and learn how to: –Stylize text with fully customizable outlines, drop shadows, and other effects –Create, position, and resize background images on the fly – Spice up static web pages with event-driven transitions and animations –Apply 2D and 3D transformations to text and images –Use linear and radial gradients to create smooth color transitions –Tailor a website's appearance to smartphones and other devices A companion website includes up-to-date browser compatibility charts and live CSS3 examples for you to explore. The Web can be an ugly place—add a little style to it with The Book of CSS3.

The Developer's Guide to Debugging Jun 22 2022 Software has bugs. Period. That's true, unfortunately. Even the good old "hello, world" program, known to virtually every C and C++ programmer in the world, can be considered to be buggy. Developing software means having to deal with defects; old ones, new ones, ones you created yourself and those that others brought to life. Software developers debug programs for a living. Hence, good debugging skills are a must-have. That said, I always found it regretable that debugging is hardly taught in engineering schools. Well, it is a tricky subject, and there are no good textbooks. The latter can be helped, I thought. That's how the idea for this book was born. "The Developer's Guide to Debugging" is a book for both professional software developers seeking to broaden their skills and students that want to learn the tricks of the trade from the ground up. With small inlined examples and exercises at the end of each chapter it is well suited to accompany a CS course or lecture. At the same time it can be used as a reference used to address problems as the need arises. This book goes beyond the level of simple source code debugging scenarios. In addition, it covers the most frequent real-world problems from the areas of program linking, memory access, parallel processing and performance analysis. The picture is completed by chapters covering static checkers and techniques to write code that leans well towards debugging. While the focus lies on C and C++, the workhorses of the software industry, one can apply most principles described in "The Developer's Guide to Debugging" to programs written in other languages. The techniques are not restricted to a particular compiler, debugger or operating system. The examples are structured such that they can be reproduced with free open-source software.

WiX 3.6 - A Developer's Guide to Windows Installer XML Jun 17 2019 A step-by-step tutorial with plenty of code and examples to improve your learning curve. If you are a developer and want to create installers for software targeting the Windows platform, then this book is for you. You'll be using plenty of XML and ought to know the basics of writing a well-formed document. No prior experience in WiX or Windows Installer is assumed. You should know your way around Visual Studio to compile projects, add project references and tweak project properties.

Moodle 3.x Developer's Guide Nov 03 2020 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.

Tcl/Tk Jul 31 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 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.

Oracle ADF Real World Developer's Guide Jul 19 2019 Become an ADF expert with essential tips n' tricks and case studies for leveraging your ADF applications.

Start Small, Stay Small Jan 17 2022 Start Small, Stay Small is a step-by-step guide to launching a self-funded startup. If you're a desktop, mobile or web developer, this book is your blueprint to getting your startup off the ground with no outside investment. This book intentionally avoids topics restricted to venture-backed startups such as: honing your investment pitch, securing funding, and figuring out how to use the piles of cash investors keep placing in your lap. This book assumes: * You don't have $6M of investor funds sitting in your bank account * You're not going to relocate to the handful of startup hubs in the world * You're not going to work 70 hour weeks for low pay with the hope of someday making millions from stock options There's nothing wrong with pursuing venture funding and attempting to grow fast like Amazon, Google, Twitter, and Facebook. It just so happened that most people are not in a place to do this. Start Small, Stay Small also focuses on the single most important element of a startup that most developers avoid: marketing. There are many great resources for learning how to write code, organize source control, or connect to a database. This book does not cover the technical aspects developers already know or can learn elsewhere. It focuses on finding your idea, testing it before you build, and getting it into the hands of your customers.

Ruby Developers Guide Oct 26 2022 An expert guide to Ruby, a popular new Object-Oriented Programming Language Ruby is quickly becoming a favourite among developers who need a simple, straight forward, portable programming language. Ruby is ideal for quick and easy object-oriented programming such as processing text files or performing system management. Having been compared with other programming languages such as Perl, Python, PCL, Java, Eiffel, and C++; Ruby

is popular because of its straight forward syntax and transparent semantics. Using step-by-step examples and real world applications, the Ruby Developer's Guide is designed for programmers and developer's looking to embrace the object-oriented features and functionality of this robust programming language. Readers will learn how to develop, implement, organize and deploy applications using Ruby. Ruby is currently experiencing a rapid rise in popularity in the object-oriented programming community Readers receive up-to-the minute links, white papers, and analysis for two years at solutions@syngress.com Comes with a wallet-sized CD containing a printable HTML version of the book, all of the source code examples and demos of popular Ruby third-party programming tools and applications

Magento 2 Developer's Guide Jan 05 2021 Harness the power of Magento 2 – The most recent version of the world's favourite e-Commerce platform for your online store About This Book Set up, configure, and power up your Magento environment from development to production Master the use of Web API to communicate with the Magento system and create custom services Create custom modules from scratch to extend the core functionality of the Magento system Who This Book Is For This book is intended primarily for intermediate to professional-level PHP developers who are interested in Magento development. For backend developers, several topics are covered that will enable you to modify and extend your Magento 2 store. Frontend developers will also find some coverage on how to customize the look of the site in the frontend. What You Will Learn Set up the development and production environment of Magento 2 Understand the new major concepts and conventions used in Magento 2 Build a miniature yet fully-functional module from scratch to manage your e-commerce platform efficiently Write models and collections to manage and search your entity data Dive into backend development such as creating events, observers, cron jobs, logging, profiling, and messaging features Get to the core of frontend development such as blocks, templates, layouts, and the themes of Magento 2 Use token, session, and Oauth token-based authentication via various flavors of API calls, as well as creating your own APIs Get to grips with testing Magento modules and custom themes, which forms an integral part of development In Detail Magento is one of the most exciting, flexible, and customizable e-commerce systems. It offers you an extensive suite of powerful tools for creating and managing an online store. After years of development, Magento 2 introduces itself with a strong emphasis on modularity, Web API's, automated testing and overall new technology stack platform. The long-awaited Magento 2 release introduces a whole new e-commerce platform to develop online stores. The all new Magento 2 architecture, Web APIs, and a host of other features are equally challenging to master as much as they are exciting to use. This book will ease the learning curve by offering step-by-step guidance on how to extend the core functionality of your Magento 2 store. This book is your one-stop guide to build and customize a quality e-commerce website from the latest version of one of the largest, fastest growing, and most popular e-commerce platforms—Magento 2. We start off with an introduction to the fundamental concepts of Magento to give you a foundation to work from. We then move on to configure the development and basic production environment for Magento. After this, you'll get to grips with the major concepts and conventions that are new to the Magento 2 platform. We then delve deeper to get to the core of automated deployments, persisting data, writing data fixture scripts and applying various backend and frontend modifications. As we near the end of the book, you will learn to make API calls and write automated tests. Finally, you will be guided through building a full-blown helpdesk module from scratch. By the end of this book, you will have learned a wide range of techniques to extend and customize your Magento 2 store to fit the requirements of your business. Style and approach This book is a mix of theoretical and step-by-step approaches, explained in a conversational and easy-to-follow style. Topics are explained sequentially, giving detailed explanations of the basic and advanced features to get you working on Magento 2.

JAVA Developer's Guide Dec 04 2020 A developer's guide provides a wealth of examples that demonstrate how to create powerful web applications, covering such topics as adding applets to HTML pages, the HotJava browser, and integrating animation and audio. Original. (Intermediate).

XML Developer's Guide Aug 12 2021 A hands-on guide to XML provides thorough coverage of the

language's Web publishing and data exchange applications, detailing such emerging XML standards as XSLT, XPath, and XLink; offering helpful design and quality assurance measures; and including sample code, XML parsers, XML editors, and other features on the companion CD-ROM. Original (Intermediate/Advanced)

Tomcat 6 Developer's Guide Aug 24 2022 Build better web applications by learning how a servlet container actually works.

Borland C++ Builder 6 Developer's Guide Sep 20 2019 0672324806.ld The definitive guide to the latest version of Borlands powerful C++Builder. Provides complete coverage of C++Builder Web Services development, now a key component of C++Builder. Borland C++Builder remains best in class IDE over the past 5 years for C++ solutions. Written by a team of top C++Builder experts with expertise in a variety of technical areas related to C++ application development. C++Builder 6 Developers Guide is revised for the latest version of C++Builder, the biggest update to C++Builder in years. C++Builder is an ANSI C++ IDE. The version 6 adds BizShape, a tool to build Web Services using XML/SOAP, .NET, and BizTalk from Microsoft, and SunONE from Sun Microsystems. Other new components include WebSnap for Web application development, DataSnap for database development, and CLX, which allows cross-platform development for Unix and Linux. The new NetCLX Internet components allow development of cross-platform applications with Apache, Microsoft IIS, and Netscape Web Server applications. C++Builder 6 Developers Guide continues as the definitive guide for Borlands C++Builder, providing a clear and concise reference for C++ developers. C++Builder Developers Guide is a unique combination of over 35 C++Builder experts from around the globe. This team brings hundreds of thousands of working hours in professional software development to the creation of this extensive work. Leading the team are Jarrod Hollingworth, Bob Swart, Mark Cashman. and Paul Gustavson. Jarrod is running Backslash (http://www.backslash.com;au), loping software applications for the Internet and key business sectors and working as a software development consultant. Bob (aka. Dr.Bob) is an internationally recognized UK Borland Connections member and an independent technical author, trainer, and consultant using C++Builder, Kylix, and Delphi based in The Netherlands. Mark Cashman is an independent C++ developer in the U.S. Paul Gustavson lives in Virginia and is a senior systems engineer for Synetics, Inc., a U.S.-based company providing knowledge management, systems engineering, and enterprise management services.