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Eclipse IDE Pocket Guide Using the Full-Featured IDE "O'Reilly Media, Inc." *Eclipse is the world's most popular IDE for Java development. And although there are plenty of large tomes that cover all the nooks and crannies of Eclipse, what you really need is a quick, handy guide to the features that are used over and over again in Java programming. You need answers to basic questions such as: Where was that menu? What does that command do again? And how can I set my classpath on a per-project basis? This practical pocket guide gets you up to speed quickly with Eclipse. It covers basic concepts, including Views and editors, as well as features that are not commonly understood, such as Perspectives and Launch Configurations. You'll learn how to write and debug your Java code-- and how to integrate that code with tools such as Ant and JUnit. You'll also get a toolbox full of tips and tricks to handle common--and sometimes unexpected--tasks that you'll run across in your Java development cycle. Additionally, the Eclipse IDE Pocket Guide has a thorough appendix detailing all of Eclipse's important views, menus, and commands. The Eclipse IDE Pocket Guide is just the resource you need for using Eclipse, whether it's on a daily, weekly, or monthly basis. Put it in your back pocket, or just throw it in your backpack. With this guide in hand, you're ready to tackle the Eclipse programming environment.* **The Definitive Guide to SWT and JFace** Apress * While the promise of Java has always been "Write Once, Run Anywhere," SWT and JFace make it a reality. Write it once but run on all different platforms. * Major revision of Eclipse 3.0 is coming out (probably April or May, 2004)– this book will be up to date (3.0) with no "time bomb" shelf life. Covers SWT 3.0 (in development) and 2.1. * Eclipse is free and open source and will become*

*even more important over next year or so/ Eclipse will be the editor of choice for all developers going forward – the standard IDE for open source development. * Offers GUI designers an alternative to developing with Swing.* **Optimization and Decision Support Design Guide: Using IBM ILOG Optimization Decision Manager** <u>IBM Redbooks</u> *Today many organizations face challenges when developing a realistic plan or schedule that provides the best possible balance between customer service and revenue goals. Optimization technology has long been used to find the best solutions to complex planning and scheduling problems. A decision-support environment that enables the flexible exploration of all the trade-offs and sensitivities needs to provide the following capabilities: Flexibility to develop and compare realistic planning and scheduling scenarios Quality sensitivity analysis and explanations Collaborative planning and scenario sharing Decision recommendations This IBM® Redbooks® publication introduces you to the IBM ILOG® Optimization Decision Manager (ODM) Enterprise. This decision-support application provides the capabilities you need to take full advantage of optimization technology. Applications built with IBM ILOG ODM Enterprise can help users create, compare, and understand planning or scheduling scenarios. They can also adjust any of the model inputs or goals, and fully understanding the binding constraints, trade-offs, sensitivities, and business options. This book enables business analysts, architects, and administrators to design and use their own operational decision management solution.* **Gradle Effective Implementation Guide** <u>Packt Publishing Ltd</u> *Written in Packt's tutorial format the hands on examples and real life applications that will guide you through Gradle and give you the knowledge to use it every day. If you are a Java developer who wants to automate compiling, packaging and deploying your application this book is for you.* **Guide to Graphics Software Tools** <u>Springer Science & Business Media</u> *The 2nd edition of this integrated guide explains and lists readily available graphics software tools and their applications, while also serving as a shortcut to graphics theory and programming. It grounds readers in fundamental concepts and helps them use visualization, modeling, simulation, and virtual reality to complement and improve their work.* **Zend Studio for Eclipse Developer's Guide** <u>Sams Publishing</u> *The definitive, comprehensive guide to Zend Studio for Eclipse Zend Studio for Eclipse gives millions of PHP/LAMP developers world-class tools for building state-of-the-art web applications. Now, here's a definitive guide to making the most of this breakthrough development environment. Zend Certified Engineer Peter MacIntyre and expert PHP developer Ian Morse show how to use Zend Studio for Eclipse to improve productivity, effectiveness, and code quality throughout your entire project lifecycle. You'll start with a product tour that introduces the core techniques and terminology you'll use in all your projects–including views, perspectives, outlines, and much more. You'll discover how to quickly use preferences to customize Zend Studio for Eclipse to your unique needs. Next, MacIntyre and Morse offer detailed, practical insights into every key aspect of working with Zend Studio: the code editor, PHP perspective views, Code Gallery, Code Analyzer, refactoring, SQL integration, unit testing with PHPUnit, debugging, version control, WYSIWYG design, and much more. You'll learn how to use the powerful integrated tools Zend provides, as well as those offered by the thriving worldwide Eclipse ecosystem. This book is an indispensable resource for every developer who wants to*

master Zend Studio for Eclipse: programmers already familiar with PHP and LAMP and users of other Eclipse-based IDEs who want to leverage their skills to create powerful PHP-based web applications. **The Definitive Guide to Jython Python for the Java Platform** <u>Apress</u> *Jython is an open source implementation of the high-level, dynamic, object-oriented scripting language Python seamlessly integrated with the Java platform. The predecessor to Jython, JPython, is certified as 100% Pure Java. Jython is freely available for both commercial and noncommercial use and is distributed with source code. Jython is complementary to Java. The Definitive Guide to Jython, written by the official Jython team leads, covers Jython 2.5 (or 2.5.x)—from the basics to more advanced features. This book begins with a brief introduction to the language and then journeys through Jython's different features and uses. The Definitive Guide to Jython is organized for beginners as well as advanced users of the language. The book provides a general overview of the Jython language itself, but it also includes intermediate and advanced topics regarding database, web, and graphical user interface (GUI) applications; Web services/SOA; and integration, concurrency, and parallelism, to name a few.* **Selenium WebDriver 3 Practical Guide End-to-end automation testing for web and mobile browsers with Selenium WebDriver, 2nd Edition** <u>Packt Publishing Ltd</u> *Real-world examples of cross-browser, mobile, and data-driven testing with all the latest features of Selenium WebDriver 3 Key Features Unlock the full potential of Selenium to test your web applications Use Selenium Grid for faster, parallel running, and cross-browser testing Test iOS and Android Apps with Appium Book Description Selenium WebDriver is an open source automation tool implemented through a browser-specific driver, which sends commands to a browser and retrieves results. The latest version of Selenium 3 brings with it a lot of new features that change the way you use and setup Selenium WebDriver. This book covers all those features along with the source code, including a demo website that allows you to work with an HMTL5 application and other examples throughout the book. Selenium WebDriver 3 Practical Guide will walk you through the various APIs of Selenium WebDriver, which are used in automation tests, followed by a discussion of the various WebDriver implementations available. You will learn to strategize and handle rich web UI using advanced WebDriver API along with real-time challenges faced in WebDriver and solutions to handle them. You will discover different types and domains of testing such as cross-browser testing, load testing, and mobile testing with Selenium. Finally, you will also be introduced to data-driven testing using TestNG to create your own automation framework. By the end of this book, you will be able to select any web application and automate it the way you want. What you will learn Understand what Selenium 3 is and how is has been improved than its predecessor Use different mobile and desktop browser platforms with Selenium 3 Perform advanced actions, such as drag-and-drop and action builders on web page Learn to use Java 8 API and Selenium 3 together Explore remote WebDriver and discover how to use it Perform cross browser and distributed testing with Selenium Grid Use Actions API for performing various keyboard and mouse actions Who this book is for Selenium WebDriver 3 Practical Guide is for software quality assurance/testing professionals, software project managers, or software developers interested in using Selenium for testing their applications. Prior programming experience in Java is necessary.* **Getting started with Java**

programming language:a hands-on guide to begin developing Java programs Jyotsna Sharma *Chapter 1 of this book is now available online: bit.ly/2k3dSK6Chapter 8 of this book is now available online: bit.ly/2jxrv4F Getting started with Java programming language is a hands-on guide to begin developing programs using Java. This book is meant for students and professionals with little or no knowledge of Java. The examples that accompany this book are based on Java 8. You can download the examples (consisting of 30 sample projects) discussed in this book from the following Google Drive location: https://drive.google.com/open?id=0B1IwsLB5TOglZXYxWW9JMndUX3M. Chapter 1 – Hello World! Chapter 2 – Variables, data types and operators Chapter 3 – Control flow statements Chapter 4 – Objects, classes and methods Chapter 5 – Packages, access modifiers, static and this keywords Chapter 6 – Object-oriented programming concepts Chapter 7 – Abstract classes and interfaces Chapter 8 – Exception handling Chapter 9 – Arrays, immutability, recursive methods and wrapper classes* **Eclipse in Action A Guide for Java Developers** Manning Publications Co. *Provides a thorough guide to using Eclipse features and plugins effectively in the context of real-world Java development.* **The Ultimate AndroiDAQ Guide The Ultimate AndroiDAQ Guide goes beyond any user's manual with its in depth plethora of examples for data acquisition circuitry and software code for Android, LabVIEW, and more.** Controlled Capture Systems *The Ultimate AndroiDAQ Guide is an in-depth look into the techniques of data acquisition and process control, using the parallel processing micro-controller on the AndroiDAQ module. It teaches you sensing and electronic drive circuits, and how to implement these circuits in programming languages like Android, LabVIEW, Java, and Python. The book also shows you how to leverage and use the menu command structure used in the AndroiDAQ open source firmware, for the many data acquisition tasks that are used in robotic and product design. Many examples are given to allow you to control your AndroiDAQ module in ways other popular development modules can not, via USB, Bluetooth, or Wi-Fi communication. It is a guide to help you make your next project be part of the Internet of Things.* **Moodle 3.x Developer's Guide** Packt Publishing Ltd *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. **Selenium WebDriver Quick Start Guide Write clear, readable, and reliable tests with Selenium WebDriver 3** <u>Packt Publishing Ltd</u> *Get writing tests and learn to design your own testing framework with Selenium WebDriver API Key FeaturesLearn Selenium from the ground upDesign your own testing frameworkCreate reusable functionality in your frameworkBook Description Selenium WebDriver is a platform-independent API for automating the testing of both browser and mobile applications. It is also a core technology in many other browser automation tools, APIs, and frameworks. This book will guide you through the WebDriver APIs that are used in automation tests. Chapter by chapter, we will construct the building blocks of a page object model framework as you learn about the required Java and Selenium methods and terminology. The book starts with an introduction to the same-origin policy, cross-site scripting dangers, and the Document Object Model (DOM). Moving ahead, we'll learn about XPath, which allows us to select items on a page, and how to design a customized XPath. After that, we will be creating singleton patterns and drivers. Then you will learn about synchronization and handling pop-up windows. You will see how to create a factory for browsers and understand command design patterns applicable to this area. At the end of the book, we tie all this together by creating a framework and implementing multi-browser testing with Selenium Grid. What you will learnUnderstand what an XPath is and how to design a customized XPathLearn how to create a Maven project and buildCreate a Singleton driverGet to grips with Jenkins integrationCreate a factory for browsersImplement multi-browser testing with Selenium GridCreate a sample pop-up window and JavaScript alertReport using Extent ReportsWho this book is for This book is for software testers or developers.* **Pro Web Gadgets for Mobile and Desktop** <u>Apress</u> *The miniature web applications known as gadgets (or widgets) are a key component of the distributed web and an ideal way to publish your content far beyond the reach of your own web site. Packaging web content and functionality into a gadget enables it to be seen anywhere from iGoogle to the iPhone—wherever the user may be, on or off the traditional web. Everyone can access your content without having to visit your web site. This book is a practical guide to building gadgets that will work everywhere, from handheld devices to any site on the web. The core methodology is to develop a single code base that will run on all platforms, multiplying the syndication opportunities for maximum return on your development investment. Extending this approach is a*

technique of abstracting key API calls from the various gadget platforms into a single interface layer, implemented in the book as a compact JavaScript class, allowing your gadgets full access to every platform's power without your having to rewrite your code for each. Learn the key concepts for successfully syndicating web content via gadgets. Build platform-agnostic gadgets that run on all the major web portals. Deploy your gadgets to web-enabled handheld devices. **Java Programming 24-Hour Trainer** <u>John Wiley & Sons</u> *As one of the most popular software languages for building Web applications, Java is often the first programming language developers learn.Completely revised and packed with updates for new versions of Java, the Java Programming 24-Hour Trainer, Second Edition self-paced book + video package provides everything beginners need to get started programming Java with no prior programming experience needed. As with the first edition, Java Programming 24-Hour Trainer features easy-to-follow lessons, reinforced by step-by-step instructions, screencasts, and supplemental exercises, all of which allow readers of all learning styles to master Java programming quickly and painlessly. The more than 10 hours of popular Java programming screencasts from the first edition are completely updated and revised to be more watchable than ever. This edition includes updates for Java SE 8 and Java EE 7 but continues to be useful whatever recent version of Java you choose to learn with. Lessons include: Object-Oriented Programming with Java Class Methods and Constructors Java Syntax: Bits and Pieces Packages, Interfaces, and Encapsulation Programming with Abstract Classes and Interfaces Error handling GUI Basics with Swing Event Handling in Swing GUI GUI Basics with JavaFX - NEW! Developing a game with JavaFX - NEW! Collections Generics Lambda Expressions - NEW! Working with Streams Java Serialization Network Programming Basics Streaming API - NEW! Introduction to Multi-Threading More on Concurrency Working with Databases Using JDBC Rendering Table Data to GUI Annotations and Reflection Remote Method Invocation Java EE 7 Overview - NEW! Programming with Servlets JavaServer Pages Web Applications with WebSockets - NEW! Java Messaging Service Java Naming and Directory Interface Enterprise JavaBeans Java Persistence API RESTful Web Services With JAX-RS Introduction to Spring MVC Framework Introduction to Spring Security - NEW! Build Automation with Gradle - NEW! Java Technical Interviews strong style="color:* **Phpeclipse A User Guide** <u>Packt Publishing Ltd</u> *Take advantage of the leading open source integrated development environment to develop, organize, and debug your PHP web development projects.* **The Essential Guide to Open Source Flash Development** <u>Apress</u> *Explore the world of open source Flash and discover which tools are available. Learn how to identify which tool you need and how to best fit it into your workflow. Step-by-step walk-throughs guide you through development with the most popular open source Flash tools. Written by the project leads and open source Flash aficionados. The Essential Guide to Open Source Flash Development is a practical development guide to creating Flash applications with open source Flash tools and workflows. You will walk away with an understanding of what tools will best suit your current situation, making your development easier and more productive, and with the knowledge of how to install and set up some of the best tools available, including the following: Papervision3D: to create 3D in Flash Red5: to stream video over the internet SWX: to build data-driven mashups and mobile apps Fuse: to make ActionScript animation a cinch Go: to build your*

own animation tools in ActionScript 3.0 haXe: to create Flash files and more AMFPHP: to communicate between Flash and php Open source Flash has been a revolution for Flash and has made a major impact on how people build Flash content. The open source tools available expand on Flash's existing tool set, enabling you to perform such tasks as easily create full 3D in Flash or hook up to an open source video-streaming server. Many of these useful tools are powerful yet lack documentation. this book explains in step-by-step detail how to use the most popular open source Flash tools. If you want to expand your Flash tool set and explore the open source Flash community, then this book is for you. If you already use some open source Flash tools, then you will find this book a useful documentation resource as well as an eye-opener to the other tools that are available. **Hadoop: The Definitive Guide** <u>"O'Reilly Media, Inc."</u> *Discover how Apache Hadoop can unleash the power of your data. This comprehensive resource shows you how to build and maintain reliable, scalable, distributed systems with the Hadoop framework -- an open source implementation of MapReduce, the algorithm on which Google built its empire. Programmers will find details for analyzing datasets of any size, and administrators will learn how to set up and run Hadoop clusters. This revised edition covers recent changes to Hadoop, including new features such as Hive, Sqoop, and Avro. It also provides illuminating case studies that illustrate how Hadoop is used to solve specific problems. Looking to get the most out of your data? This is your book. Use the Hadoop Distributed File System (HDFS) for storing large datasets, then run distributed computations over those datasets with MapReduce Become familiar with Hadoop's data and I/O building blocks for compression, data integrity, serialization, and persistence Discover common pitfalls and advanced features for writing real-world MapReduce programs Design, build, and administer a dedicated Hadoop cluster, or run Hadoop in the cloud Use Pig, a high-level query language for large-scale data processing Analyze datasets with Hive, Hadoop's data warehousing system Take advantage of HBase, Hadoop's database for structured and semi-structured data Learn ZooKeeper, a toolkit of coordination primitives for building distributed systems "Now you have the opportunity to learn about Hadoop from a master -- not only of the technology, but also of common sense and plain talk." --Doug Cutting, Cloudera* **ANDROID A PROGRAMMERS GUIDE** <u>McGraw Hill Professional</u> *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* **Android Boot Camp for Developers Using Java: A Guide to Creating Your First Android Apps** <u>Cengage</u>

Learning *Give your students a strong foundation in Java programming and the confidence to build successful mobile applications. ANDROID BOOT CAMP FOR DEVELOPERS USING JAVA: A GUIDE TO CREATING YOUR FIRST ANDROID APPS, by award-winning technology author Corinne Hoisington, helps prepare students with a thorough introduction to Java and the keys to creating effective mobile applications. Designed for a first-semester course in programming, the book can be used by students with no prior Java experience. The book offers an intensive, hands-on tutorial approach with clear, step-by-step instruction and numerous screen shots to guide readers efficiently through tasks with real-life app examples. Practical callouts and industry tips, exercises that extend learning beyond the book, and a variety of leveled cases and assignments help reinforce students' understanding of programming logic and Java tools for Android. Effectively prepare student programmers to meet growing business demand for mobile apps with this engaging text. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.* **Guide to Web Development with Java Understanding Website Creation** Springer Science & Business Media *This comprehensive textbook introduces readers to the three-tiered, Model-View-Controller (MVC) architecture by using Hibernate, JSPs, and Java Servlets. These three technologies all use Java, so that a student with a background in programming will be able to master them with ease, with the end result of being able to create web applications that use MVC, validate user input and save data to a database. Features: presents the many topics of web development in small steps, in an accessible, easy-to-follow style; uses powerful technologies that are freely available on the web to speed up web development, such as JSP, JavaBeans, annotations, JSTL, Java 1.5, Hibernate and Tomcat; discusses HTML, HTML Forms, Cascading Style Sheets and XML; introduces core technologies from the outset, such as the MVC architecture; contains questions and exercises at the end of each chapter, detailed illustrations, chapter summaries, and a glossary; includes examples for accessing common web services.* **Beginning Samsung ARTIK A Guide for Developers** Apress *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 Moderately experienced developers wanting to understand ARTIK and how to interact with it from within their own apps or web services. **Guide to Cloud Computing Principles and Practice** <u>Springer Science & Business Media</u> *This book describes the landscape of cloud computing from first principles, leading the reader step-by-step through the process of building and configuring a cloud environment. The book not only considers the technologies for designing and creating cloud computing platforms, but also the business models and frameworks in real-world implementation of cloud platforms. Emphasis is placed on "learning by doing," and readers are encouraged to experiment with a range of different tools and approaches. Topics and features: includes review questions, hands-on exercises, study activities and discussion topics throughout the text; demonstrates the approaches used to build cloud computing infrastructures; reviews the social, economic, and political aspects of the on-going growth in cloud computing use; discusses legal and security concerns in cloud computing; examines techniques for the appraisal of financial investment into cloud computing; identifies areas for further research within this rapidly-moving field.* **The Java Developer's Guide to Eclipse** <u>Addison-Wesley Professional</u> *Explains how to customize the Java integrated development environment, covering navigation, terminology, extension, the plug-in architecture, and frameworks.* **The Hitchhiker's Guide to Python Best Practices for Development** <u>"O'Reilly Media, Inc."</u> *The Hitchhiker's Guide to Python takes the journeyman Pythonista to true expertise. More than any other language, Python was created with the philosophy of simplicity and parsimony. Now 25 years old, Python has become the primary or secondary language (after SQL) for many business users. With popularity comes diversity—and possibly dilution. This guide, collaboratively written by over a hundred members of the Python community, describes best practices currently used by package and application developers. Unlike other books for this audience, The Hitchhiker's Guide is light on reusable code and heavier on design philosophy, directing the reader to excellent sources that already exist.* **Android Wireless Application Development Volume I Android Essentials** <u>Addison-Wesley</u> *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. **Android Wireless Application Development: Android essentials** Addison-Wesley Professional *Covering all the essentials of modern Android development, an updated, real-world guide to creating robust, commercial-grade Android apps offers expert insights for the entire app development lifecycle, from concept to market. Original.* **JavaFX A Beginners Guide** McGraw Hill Professional *Essential Skills--Made Easy Create immersive, interactive environments for any platform. JavaFX: A Beginner's Guide starts by explaining the technology behind JavaFX and quickly moves on to installing the JavaFX development environment and tools, including the JavaFX SDK, the Java SE JDK, and NetBeans. Then, you'll learn how to develop desktop, browser, and mobile applications with ease. The book covers effects and transformations, animation, events, and Swing components. Techniques for creating custom modes, embedding video and music, using JavaFX layouts, and styling with CSS are also discussed. Get started using JavaFX right away with help from this fast-paced tutorial. Designed for Easy Learning: Key Skills & Concepts--Chapter-opening lists of specific skills covered in the chapter Ask the Expert--Q&A sections filled with bonus information and helpful tips Try This--Hands-on exercises that show you how to apply your skills Notes--Extra information related to the topic being covered Tips--Helpful reminders or alternate ways of doing things Annotated Syntax--Example code with commentary that describes the programming techniques being illustrated* **The Definitive Guide to Lift A Scala-based Web Framework** Apress *The Definitive Guide to Lift will educate you about Lift, a great framework for building compelling web applications. Lift is designed to make powerful techniques easily accessible, while keeping the overall framework simple and flexible. Lift makes it fun to develop because it lets you focus on the interesting parts of coding. By the end of this book, you'll be able to create and extend any web application you can think of.* **Guide to Simulation and Modeling for Biosciences** Springer *This accessible text presents a detailed introduction to the use of a wide range of software tools and modeling environments for use in the biosciences, as well as the fundamental mathematical background. The practical constraints presented by each modeling technique are described in detail, enabling the researcher to determine which software package would be most useful for a particular problem. Features: introduces a basic array of techniques to formulate models of biological systems, and to solve them; discusses agent-based models, stochastic modeling techniques, differential equations, spatial simulations, and Gillespie's stochastic simulation algorithm; provides exercises; describes such useful tools as the Maxima algebra system, the PRISM model checker, and the modeling environments Repast Simphony and Smoldyn; contains appendices on rules of differentiation and integration, Maxima and PRISM notation, and some additional mathematical concepts; offers supplementary material at an associated website.* **The Definitive Guide to Spring Web Flow** Apress *Spring Web Flow is an exciting open-source framework for developing Java web applications. The framework improves productivity by addressing three major pain–points facing web application developers: user interface navigation control, state management, and modularity. The*

Definitive Guide to Spring Web Flow covers Spring Web Flow in detail by explaining its motivation and feature set, as well as providing practical guidance for using the framework to develop web applications successfully in a number of environments. **Selenium with Java – A Beginner's Guide Web Browser Automation for Testing using Selenium with Java** BPB Publications *A refresher for Java developers on how to use Selenium IDE and Selenium Grid to automate web browsers KEY FEATURES ● Extensive practical demonstration of Selenium with numerous real-world examples. ● Includes thorough examination of various test automation ideas. ● Covers tools in conjunction with Selenium for implementing browser and web test automation projects. DESCRIPTION This book introduces setting up the environment for writing test scripts after covering Selenium and its capabilities. Numerous functionalities, including the web driver interface, the web element interface, and locators, are illustrated in-depth using the By class. Additionally, the book presents tasks such as HTML element manipulation, mouse and keyboard operations, dropdown, table, window, alert, frame, action class, and synchronization. Along with Selenium IDE and Selenium Webdriver, the book also covers another critical feature, which is the implementation of Selenium Grid, that allows the test suite to execute in parallel across several settings. Several add-on automation scripts, such as those for taking screenshots, object and data information, are thoroughly displayed and explained in this book. The book discusses tools like TestNG and Maven that aid in the overall development of the test project ecosystem. After reading the book, you should feel extremely competent in utilizing Selenium to automate a variety of web and browser testing scenarios and tasks. WHAT YOU WILL LEARN ● Get trained to automate the end-to-end testing of online applications with Selenium Webdriver. ● Confidently configure the Selenium Grid for cross-browser testing. ● Create locators quickly for various HTML elements on the page. ● Opportunities to improve test writing skills with the popular unit test framework, TestNG. ● An in-depth explanation of the management of objects and data in the test project. WHO THIS BOOK IS FOR This book is intended for software test engineers who wish to develop a strong foundation in Selenium implementation to create test automation solutions. Basic knowledge of testing and Java as a programming language is required. AUTHOR BIO Pallavi is a multi-skilled professional and has donned many hats in her career span. She founded 5 Elements Learning, where she acted as a coach, writer, and speaker on test automation solutions and collaborated with learning enthusiasts, organizations, and mentors from across the globe. She is a Steering Committee member at Agile Testing Alliance(ATA). She has contributed to Selenium Documentation, at the Selenium Project. She is the author of the book 'Selenium with Python Beginners' with BPB Publications. She has curated, organized, and acted as a jury for various international conferences and meetups like Selenium Conference India, StepIn Delhi, Selenium Conference by ATA, APISummit by ATA, and Global Testing Retreat by ATA. She is a firm believer in the larger good and likes to live by example. She volunteers her resources for Jabarkhet forest reserve, People for animals, and Wildlife SOS. She lives in the National Capital Region with her doctor parents, her husband, two children [sometimes she wonders though!], and a labrador. She likes to pen her thoughts as short stories, poems, and anecdotes. She is a firm believer in giving and living by example which she continues to learn, as life continues.* **Eclipse Rich Client**

Platform <u>Addison-Wesley Professional</u> *The Definitive Guide to Eclipse Rich Client Development In Eclipse Rich Client Platform, Second Edition, three Eclipse Rich Client Platform (RCP) project leaders show how to use Eclipse 3.5 ("Galileo") to rapidly deliver cross-platform applications with rich, native-feel GUIs. The authors fully reveal the power of Eclipse as a desktop application development platform; introduce important new improvements in Eclipse 3.5; and walk through developing a full-featured, branded RCP application for Windows, Linux, Mac, and other platforms—including handheld devices and kiosks. Drawing on their extensive experience, the authors cover building, refining, and refactoring prototypes; customizing user interfaces; adding help and software management features; and building, branding, testing, and shipping finished software. They demonstrate current best practices for developing modular and dynamically extensible systems, using third-party code libraries, packaging applications for diverse environments, and much more. For Java programmers at all levels of experience, this book Introduces important new RCP features such as p2, Commands, and Databinding Thoroughly covers key RCP-related technologies such as Equinox, SWT, JFace, and OSGi Shows how to effectively brand and customize RCP application look-and-feel Walks through user interface testing for RCP applications with SWTBot Illuminates key similarities and differences between RCP and conventional plug-in development Hands-on, pragmatic, and comprehensive, this book offers all the real-world, nontrivial code examples working developers need—as well as "deep dives" into key technical areas that are essential to your success.* **Jpa 101 Java Persistence Explained** <u>Lulu.com</u> **The Definitive Guide to Grails** <u>Apress</u> *Java professionals long for the productivity of a framework like Ruby on Rails provides without having to leave the Java platform. The new open source lightweight Grails Framework provides the missing link by using the best aspects of the Java-based Groovy scripting language as well as the Java platform itself. This Rails-like framework gives dynamic Java a boost; Java developers now have a viable Java-based solution instead of the non-Java-based Ruby on Rails, which can create more problems than it solves. Learn all about this in The Definitive Guide to Grails, written by the Grails project founder and lead. Grails is a fast-emerging area of much interest.* **C/C++ Software Development with Eclipse (Preview) Preview of the easiest guide on using Eclipse for C/C+ Software Development** <u>Meera & Purnank Ghumalia</u> *This book is free preview of an easy to understand yet thorough guide on using Eclipse for C/C++ Software Development. This book is not about a traditional introduction to Eclipse. This book gives a practical introduction to Eclipse. It introduces the features of Eclipse in the logical order in which any C/C++ programmer would need them; use them. The book is appeals to a wide range of audience: It can help a student/freshman who has just started programming It can help a full time programmer to be more productive with Eclipse It can help a seasoned programmer maintaining a huge software stack* **Introduction to Android Application Development Android Essentials** <u>Addison-Wesley</u> *Bonus KitKat material is available for download at www.informit.com/title/9780321940261 What Every Android™ App Developer Should Know Today: Android Tools, App/UI Design, Testing, Publishing, And More This fully reworked edition of a proven title is the most useful real-world guide to building robust, commercial-grade Android™ apps. The content is revised and updated for the latest Android 4.3 SDK and the newest*

development best practices. Introduction to Android™ Application Development: Android Essentials, Fourth Edition, covers all you need to quickly start developing professional apps for today's Android devices. Three expert developers guide you through setting up your development environment, designing user interfaces, developing for diverse devices, and optimizing your entire app-development process–from design through publication. Updated throughout, this title includes extensive coverage of the most useful new Android tools and utilities. It adds an all-new chapter on planning an amazing Android app user experience, plus extensive new coverage of unit testing, dialogs, preferences, and app publishing. Throughout, key concepts are taught through clear, up-to-date example code. This edition offers Fully updated introductions to the latest Android 4.3 APIs, tools, utilities, and best practices Up-to-date strategies for leveraging new Android capabilities while preserving compatibility Navigation patterns and code samples for delivering more intuitive user experiences Example-based explanations of ActionBars, DialogFragments, and other key concepts Expert automated testing techniques to quickly improve code quality New Google Play Developer Console app publishing techniques that also offer more control For Android developers at all levels of experience, this reference is now more valuable than ever. Students, instructors, and self-learners will especially appreciate new chapter-ending questions and exercises, carefully designed to test knowledge and deepen mastery. Annuzzi has released new source code samples for use with Android Studio. The code updates are posted to the associated blog site: http://introductiontoandroid.blogspot.com/ Note: This revamped, newly titled edition is a complete update of Android™ Wireless Application Development, Volume I: Android Essentials, Third Edition **Eclipse Programming Java Applications** "O'Reilly Media, Inc." *Java programmers know how finicky Java can be to work with. An omitted semi-colon or the slightest typo will cause the Java command-line compiler to spew pages of annoying error messages across your screen. And it doesn't fix them--that's up to you: fix them, compile again, and hope that nothing goes wrong this time.Eclipse, the popular Java integrated development environment (IDE) provides an elegant and powerful remedy for this common, frustrating scenario. It doesn't just catch your errors before you compile, it also suggests solutions. All you need to do is point and click. And it's free--what could be better? Still, if you're like most programmers, mastering a new technology--no matter how productive it will make you in the long run--is going to take a chunk out of your productivity now. You want to get up to speed quickly without sacrificing efficiency.O'Reilly's new guide to the technology, Eclipse, provides exactly what you're looking for: a fast-track approach to mastery of Eclipse. This insightful, hands-on book delivers clear and concise coverage, with no fluff, that gets down to business immediately. The book is tightly focused, covering all aspects of Eclipse: the menus, preferences, views, perspectives, editors, team and debugging techniques, and how they're used every day by thousands of developers. Development of practical skills is emphasized with dozens of examples presented throughout the book.From cover-to-cover, the book is pure Eclipse, covering hundreds of techniques beginning with the most basic Java development through creating your own plug-in editors for the Eclipse environment. Some of the topics you'll learn about include: Using Eclipse to develop Java code Testing and debugging Working in teams using CVS Building Eclipse projects using Ant The*

Standard Widget Toolkit (SWT) Web development Developing Struts applications with Eclipse From basics to advanced topics, Eclipse takes you through the fundamentals of Eclipse and more. You may be an Eclipse novice when you pick up the book, but you'll be a pro by the time you've finished. **Computer Aided Verification 23rd International Conference, CAV 2011, Snowbird, UT, USA, July 14-20, 2011, Proceedings** Springer Science & Business Media *This book constitutes the refereed proceedings of the 23rd International Conference on Computer Aided Verification, CAV 2011, held in Snowbird, UT, USA, in July 2011. The 35 revised full papers presented together with 20 tool papers were carefully reviewed and selected from 161 submissions. The papers are organized in topical sections on the following workshops: 4th International Workshop on Numerical Software Verification (NSV 2011), 10th International Workshop on Parallel and Distributed Methods in Verifications (PDMC 2011), 4th International Workshop on Exploiting Concurrency Efficiently and Correctly (EC2 2011), Frontiers in Analog Circuit Synthesis and Verification (FAC 2011), International Workshop on Satisfiability Modulo Theories, including SMTCOMP (SMT 2011), 18th International SPIN Workshop on Model Checking of Software (SPIN 2011), Formal Methods for Robotics and Automation (FM-R 2011), and Practical Synthesis for Concurrent Systems (PSY 2011).* **Quick Start Guide to JavaFX** McGraw Hill Professional *Get started with JavaFX Develop and deploy interactive client applications in no time with help from this practical tutorial from Oracle Press. With a focus on working in NetBeans IDE, Quick Start Guide to JavaFX explains how to use JavaFX layouts, draw shapes, use coloring and gradient tools, load images, apply effects and transformations, include animation, and embed media. You'll also get details on using JavaFX events, subclassing existing nodes, creating custom nodes, working with WebView, and styling your applications with CSS. Designed for easy learning, the book features: Key Skills & Concepts -- Chapter-opening lists of specific skills covered in the chapter Ask the Expert -- Q&A sections filled with bonus information and helpful tips Try This -- Hands-on exercises that show you how to apply your skills Notes -- Extra information related to the topic being covered Tips -- Helpful reminders or alternate ways of doing things Cautions -- Errors and pitfalls to avoid Annotated Syntax -- Example code with commentary that describes the programming techniques being illustrated Self-tests -- Chapter-ending quizzes to reinforce your skills*