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JAVASCRIPT

THE DEFINITIVE GUIDE

"O'Reilly Media, Inc." *A revised and updated edition offers comprehensive coverage of ECMAScript 5 (the new JavaScript language standard) and also the new APIs introduced in HTML5, with chapters on functions and classes completely rewritten and updated to match current best practices and a new chapter on language extensions and subsets. Original.*

JAVASCRIPT: THE DEFINITIVE GUIDE

MASTER THE WORLD'S MOST-USED PROGRAMMING LANGUAGE

O'Reilly Media *For web developers and other programmers interested in using JavaScript, this bestselling book provides the most comprehensive JavaScript material on the market. The seventh edition represents a significant update, with new information for ECMAScript 2020, and new chapters on language-specific features. JavaScript: The Definitive Guide is ideal for experienced programmers who want to learn the programming language of the web, and for current JavaScript programmers who want to master it.*

UNDERSTANDING ECMAScript 6

THE DEFINITIVE GUIDE FOR JAVASCRIPT DEVELOPERS

No Starch Press *ECMAScript 6 represents the biggest update to the core of JavaScript in the history of the language. In Understanding ECMAScript 6, expert developer Nicholas C. Zakas provides a complete guide to the object types, syntax, and other exciting changes that ECMAScript 6 brings to JavaScript. Every chapter is packed with example code that works in any JavaScript environment so you'll be able to see new features in action. You'll learn: -How ECMAScript 6 class syntax relates to more familiar JavaScript concepts -What makes iterators and generators useful -How arrow functions differ from regular functions -Ways to store data with sets, maps, and more -The power of inheritance -How to improve asynchronous programming with promises -How modules change the way you organize code Whether you're a web developer or a Node.js developer, you'll find Understanding ECMAScript 6 indispensable on your journey from ECMAScript 5 to ECMAScript 6.*

DESIGNING WITH JAVASCRIPT

CREATING DYNAMIC WEB PAGES

"O'Reilly Media, Inc." *A guide for beginners offers an overview of JavaScript basics and explains how to create Web pages, identify browsers, and integrate sound, graphics, and animation into Web applications*

HEAD FIRST JAVASCRIPT

"O'Reilly Media, Inc." *Provides information on scripting Web applications with JavaScript.*

JAVASCRIPT

THE DEFINITIVE GUIDE

"O'Reilly Media, Inc." *A guide for experienced programmers demonstrates the core JavaScript language, offers examples of common tasks, and contains an extensive reference to JavaScript commands, objects, methods, and properties.*

C++

THE CORE LANGUAGE

"O'Reilly Media, Inc." *A first book for C programmers transitioning to C++, an object-oriented enhancement of the C programming language. Designed to get readers up to speed quickly, this book thoroughly explains the important concepts and features and gives brief overviews of the rest of the language. Covers features common to all C++ compilers, including those on UNIX, Windows NT, Windows, DOS, and Macs*

WEB DEVELOPMENT

PediaPress

JAVASCRIPT POCKET REFERENCE

"O'Reilly Media, Inc." *JavaScript--the powerful, object-based scripting language that can be embedded directly into HTML pages--has earned its place in the web developer's toolkit, to the extent that it's now considered required knowledge for web developers. You can use JavaScript to create dynamic, interactive applications that run completely within a web browser. JavaScript is also the language of choice for developing Dynamic HTML content. Because its syntax is based on the popular programming languages C, C++, and Java, JavaScript is familiar and easy to learn for experienced programmers. At the same time, it's an interpreted scripting language, providing a flexible, forgiving programming environment for new programmers. The JavaScript Pocket Reference, 2nd Edition, provides a complete overview of the core JavaScript language and client-side scripting environment, as well as quick-reference material on core and client-side objects, methods, and properties. The new edition has been revised to cover JavaScript 1.5, and is particularly useful for developers working with the standards-compliant web browsers, such as Internet Explorer 6, Netscape 7, and Mozilla. Ideal as an introduction for beginners and a quick reference for advanced developers, this pocket-sized book is easy to take anywhere and serves as the perfect companion volume to the bestselling JavaScript: The Definitive Guide, 4th Edition. O'Reilly's Pocket References have become a favorite among developers*

everywhere. By providing a wealth of important details in a concise, well-organized format, these handy books deliver just what you need to complete the task at hand. When you've reached a sticking point and need to get to the answer quickly, the new JavaScript Pocket Reference is the book you'll want close at hand.

THE DEFINITIVE GUIDE TO HTML5

Apress *The Definitive Guide to HTML5 provides the breadth of information you'll need to start creating the next generation of HTML5 websites. It covers all the base knowledge required for standards-compliant, semantic, modern website creation. It also covers the full HTML5 ecosystem and the associated APIs that complement the core HTML5 language. The Definitive Guide to HTML5 begins by tackling the basics of HTML5, ensuring that you know best practices and key uses of all of the important elements, including those new to HTML5. This section also covers extended usage of CSS3, JavaScript, and DOM manipulation, making you proficient in all core aspects of modern website creation. The final part of the book covers the associated W3C APIs that surround the HTML5 specification. You will achieve a thorough working knowledge of the Geolocation API, web storage, creating offline applications, and the new drag and drop functionality. The Definitive Guide to HTML5 also dives into the key media enhancements of HTML5 and its surrounding technologies: Canvas, video and audio.*

ELOQUENT JAVASCRIPT

A MODERN INTRODUCTION TO PROGRAMMING

No Starch Press *JavaScript is at the heart of almost every modern Web application, whether it's Google Apps, Twitter, or the newest browser-based game. Though it's simple for beginners to pick up and play with, JavaScript is not a toy—it's a flexible and complex language that can be used to build full-scale applications. Eloquent JavaScript dives into this flourishing language and teaches you to write code that's beautiful and effective. By immersing you in example code and encouraging experimentation right from the start, the author quickly gives you the tools you need to build your own programs. As you follow along with examples like an artificial life simulation and a version of the classic game Sokoban, you'll learn to: -Understand the essential elements of programming: syntax, control, and data -Use object-oriented and functional programming techniques to organize and clarify your programs -Script the browser and make basic Web applications -Work with tools like regular expressions and XMLHttpRequest objects And since programming is an art that's best learned by doing, all example code is available online in an interactive sandbox for you to experiment with. With Eloquent JavaScript as your guide, you can tweak, expand, and modify the author's code, or throw it away and build your own creations from scratch. Before you know it, you'll be fluent in the language of the Web.*

JAVASCRIPT FOR IMPATIENT PROGRAMMERS

This book makes JavaScript less challenging to learn for newcomers, by offering a modern view that is as consistent as possible. Highlights: Get started quickly, by initially focusing on modern features. Test-driven exercises and quizzes available for most chapters (sold separately). Covers all essential features of JavaScript, up to and including ES2019. Optional advanced sections let you dig deeper. No prior knowledge of JavaScript is required, but you should know how to program.

TRINO: THE DEFINITIVE GUIDE

"O'Reilly Media, Inc." *Perform fast interactive analytics against different data sources using the Trino high-performance distributed SQL query engine. With this practical guide, you'll learn how to conduct analytics on data where it lives, whether it's Hive, Cassandra, a relational database, or a proprietary data store. Analysts, software engineers, and production engineers will learn how to manage, use, and even develop with Trino. Initially developed by Facebook, open source Trino is now used by Netflix, Airbnb, LinkedIn, Twitter, Uber, and many other companies. Matt Fuller, Manfred Moser, and Martin Traverso show you how a single Trino query can combine data from multiple sources to allow for analytics across your entire organization. Get started: Explore Trino's use cases and learn about tools that will help you connect to Trino and query data Go deeper: Learn Trino's internal workings, including how to connect to and query data sources with support for SQL statements, operators, functions, and more Put Trino in production: Secure Trino, monitor workloads, tune queries, and connect more applications; learn how other organizations apply Trino*

COMPILATION AND SYNTHESIS FOR EMBEDDED RECONFIGURABLE SYSTEMS

AN ASPECT-ORIENTED APPROACH

Springer Science & Business Media *This book provides techniques to tackle the design challenges raised by the increasing diversity and complexity of emerging, heterogeneous architectures for embedded systems. It describes an approach based on techniques from software engineering called aspect-oriented programming, which allow designers to control today's sophisticated design tool chains, while maintaining a single application source code. Readers are introduced to the basic concepts of an aspect-oriented, domain specific language that enables control of a wide range of compilation and synthesis tools in the partitioning and mapping of an application to a heterogeneous (and possibly multi-core) target architecture. Several examples are presented that illustrate the benefits of the approach developed for applications from avionics and digital signal processing. Using the aspect-oriented programming techniques presented in this book, developers can reuse extensive sections of their designs, while preserving the original application source-code, thus promoting developer productivity as well as architecture and performance portability. Describes an aspect-oriented approach for the compilation and synthesis of applications targeting heterogeneous embedded computing architectures. Includes examples using an integrated tool chain for compilation and synthesis. Provides validation and evaluation for targeted reconfigurable heterogeneous architectures. Enables design portability, given changing target devices. Allows developers to maintain a single application source code when targeting multiple architectures.*

YOU DON'T KNOW JS: SCOPE & CLOSURES

"O'Reilly Media, Inc." *No matter how much experience you have with JavaScript, odds are you don't fully understand the language. This concise yet in-depth guide takes you inside scope and closures, two core concepts you need to know to become a more efficient and effective JavaScript programmer. You'll learn how and why they work, and how an understanding of closures can be a powerful part of your development skillset. Like other books in the "You Don't Know JS" series, Scope and Closures dives into trickier parts of the language that many JavaScript programmers simply avoid. Armed with this knowledge, you can achieve true JavaScript mastery. Learn about scope, a set of rules to help JavaScript engines locate variables in your code Go deeper into nested scope, a series of containers for variables and functions Explore function- and block-based scope, "hoisting", and the patterns and benefits of scope-based hiding Discover how to use closures for synchronous and asynchronous tasks, including the creation of JavaScript libraries*

INTRODUCTION TO PROGRAMMING LANGUAGES

CRC Press *In programming courses, using the different syntax of multiple languages, such as C++, Java, PHP, and Python, for the same abstraction often confuses students new to computer science. Introduction to Programming Languages separates programming language concepts from the restraints of multiple language syntax by discussing the concepts at an abstract level. Designed for a one-semester undergraduate course, this classroom-tested book teaches the principles of programming language design and implementation. It presents: Common features of programming languages at an abstract level rather than a comparative level The implementation model and behavior of programming paradigms at abstract levels so that students understand the power and limitations of programming paradigms Language constructs at a paradigm level A holistic view of programming language design and behavior To make the book self-contained, the author introduces the necessary concepts of data structures and discrete structures from the perspective of programming language theory. The text covers classical topics, such as syntax and semantics, imperative programming, program structures, information exchange between subprograms, object-oriented programming, logic programming, and functional programming. It also explores newer topics, including dependency analysis, communicating sequential processes, concurrent programming constructs, web and multimedia programming, event-based programming, agent-based programming, synchronous languages, high-productivity programming on massive parallel computers, models for mobile computing, and much more. Along with problems and further reading in each chapter, the book includes in-depth examples and case studies using various languages that help students understand syntax in practical contexts.*

PROGRAMMING LANGUAGES AND SYSTEMS

6TH ASIAN SYMPOSIUM, APLAS 2008, BANGALORE, INDIA, DECEMBER 9-11, 2008, PROCEEDINGS

Springer *This book constitutes the refereed proceedings of the 6th Asian Symposium on Programming Languages and Systems, APLAS 2008, held in Bangalore, India, in December 2008. The 20 revised full papers presented together with 3 invited talks were carefully reviewed and selected from 41*

submissions. The symposium is devoted to all topics ranging from foundational to practical issues in programming languages and systems. The papers cover topics such as semantics, logics, foundational theory, type systems, language design, program analysis, optimization, transformation, software security, safety, verification, compiler systems, interpreters, abstract machines, domain-specific languages and systems, as well as programming tools and environments.

HTML & XHTML: THE DEFINITIVE GUIDE

THE DEFINITIVE GUIDE

O'Reilly Media "...lucid, in-depth descriptions of the behavior of every HTML tag on every major browser and platform, plus enough dry humor to make the book a pleasure to read." --Edward Mendelson, PC Magazine "When they say 'definitive' they're not kidding." --Linda Roeder, About.com Put everthing you need to know about HTML & XHTML at your fingertips. For nearly a decade, hundreds of thousands of web developers have turned to HTML & XHTML: The Definitive Guide to master standards-based web development. Truly a definitive guide, the book combines a unique balance of tutorial material with a comprehensive reference that even the most experienced web professionals keep close at hand. From basic syntax and semantics to guidelines aimed at helping you develop your own distinctive style, this classic is all you need to become fluent in the language of web design. The new sixth edition guides you through every element of HTML and XHTML in detail, explaining how each element works and how it interacts with other elements. You'll also find detailed discussions of CSS (Cascading Style Sheets), which is intricately related to web page development. The most all-inclusive, up-to-date book on these languages available, this edition covers HTML 4.01, XHTML 1.0, and CSS2, with a preview of the upcoming XHTML2 and CSS3. Other topics include the newer initiatives in XHTML (XForms, XFrames, and modularization) and the essentials of XML for advanced readers. You'll learn how to: Use style sheets to control your document's appearance Work with programmatically generated HTML Create tables, both simple and complex Use frames to coordinate sets of documents Design and build interactive forms and dynamic documents Insert images, sound files, video, Java applets, and JavaScript programs Create documents that look good on a variety of browsers The authors apply a natural learning approach that uses straightforward language and plenty of examples. Throughout the book, they offer suggestions for style and composition to help you decide how to best use HTML and XHTML to accomplish a variety of tasks. You'll learn what works and what doesn't, and what makes sense to those who view your web pages and what might be confusing. Written for anyone who wants to learn the language of the Web--from casual users to the full-time design professionals--this is the single most important book on HTML and XHTML you can own. Bill Kennedy is chief technical officer of MobileRobots, Inc. When not hacking new HTML pages or writing about them, "Dr. Bill" (Ph.D. in biophysics from Loyola University of Chicago) is out promoting the company's line of mobile, autonomous robots that can be used for artificial intelligence, fuzzy logic research, and education. Chuck Musciano began his career as a compiler writer and crafter of tools at Harris Corporations' Advanced Technology Group and is now a manager of Unix Systems in Harris' Corporate Data Center.

CLOSURE: THE DEFINITIVE GUIDE

GOOGLE TOOLS TO ADD POWER TO YOUR JAVASCRIPT

O'Reilly Media, Inc. "If you're ready to use Closure to build rich web applications with JavaScript, this hands-on guide has precisely what you need to learn this suite of tools in depth. Closure makes it easy for experienced JavaScript developers to write and maintain large and complex codebases—as Google has demonstrated by using Closure with Gmail, Google Docs, and Google Maps. Author and Closure contributor Michael Bolin has included numerous code examples and best practices, as well as valuable information not available publicly until now. You'll learn all about Closure's Library, Compiler, Templates, testing framework, and Inspector—including how to minify JavaScript code with the Compiler, and why the combination of the Compiler and the Library is what sets Closure apart from other JavaScript toolkits. Learn how the Compiler significantly reduces the amount of JavaScript users have to download when visiting your site Discover several ways to use the Compiler as part of your build process Learn about type expressions, primitives, and common utilities Understand how Closure emulates classes and class-based inheritance Use Closure Templates on the server and the client from either JavaScript or Java Test and debug your JavaScript code, even when it's compiled

JAVASCRIPT: THE GOOD PARTS

THE GOOD PARTS

O'Reilly Media, Inc. "Most programming languages contain good and bad parts, but JavaScript has more than its share of the bad, having been developed and released in a hurry before it could be refined. This authoritative book scrapes away these bad features to reveal a subset of JavaScript that's more reliable, readable, and maintainable than the language as a whole—a subset you can use to create truly extensible and efficient code. Considered the JavaScript expert by many people in the development community, author Douglas Crockford identifies the abundance of good ideas that make JavaScript an outstanding object-oriented programming language—ideas such as functions, loose typing, dynamic objects, and an expressive object literal notation. Unfortunately, these good ideas are mixed in with bad and downright awful ideas, like a programming model based on global variables. When Java applets failed, JavaScript became the language of the Web by default, making its popularity almost completely independent of its qualities as a programming language. In JavaScript: The Good Parts, Crockford finally digs through the steaming pile of good intentions and blunders to give you a detailed look at all the genuinely elegant parts of JavaScript, including: Syntax Objects Functions Inheritance Arrays Regular expressions Methods Style Beautiful features The real beauty? As you move ahead with the subset of JavaScript that this book presents, you'll also sidestep the need to unlearn all the bad parts. Of course, if you want to find out more about the bad parts and how to use them badly, simply consult any other JavaScript book. With JavaScript: The Good Parts, you'll discover a beautiful, elegant, lightweight and highly expressive language that lets you create effective code, whether you're managing object libraries or just trying to get Ajax to run fast. If you develop sites or applications for the Web, this book is an absolute must.

HTTP

THE DEFINITIVE GUIDE

O'Reilly Media, Inc. "Covers topics including HTTP methods and status codes, optimizing proxies, designing web crawlers, content negotiation, and load-balancing strategies.

YOU DON'T KNOW JS: ES6 & BEYOND

O'Reilly Media, Inc. "No matter how much experience you have with JavaScript, odds are you don't fully understand the language. As part of the "You Don't Know JS" series, this compact guide focuses on new features available in ECMAScript 6 (ES6), the latest version of the standard upon which JavaScript is built. Like other books in this series, You Don't Know JS: ES6 & Beyond dives into trickier parts of the language that many JavaScript programmers either avoid or know nothing about. Armed with this knowledge, you can achieve true JavaScript mastery. With this book, you will: Learn new ES6 syntax that eases the pain points of common programming idioms Organize code with iterators, generators, modules, and classes Express async flow control with Promises combined with generators Use collections to work more efficiently with data in structured ways Leverage new API helpers, including Array, Object, Math, Number, and String Extend your program's capabilities through meta programming Preview features likely coming to JS beyond ES6

SPARK: THE DEFINITIVE GUIDE

BIG DATA PROCESSING MADE SIMPLE

O'Reilly Media, Inc. "Learn how to use, deploy, and maintain Apache Spark with this comprehensive guide, written by the creators of the open-source cluster-computing framework. With an emphasis on improvements and new features in Spark 2.0, authors Bill Chambers and Matei Zaharia break down Spark topics into distinct sections, each with unique goals. You'll explore the basic operations and common functions of Spark's structured APIs, as well as Structured Streaming, a new high-level API for building end-to-end streaming applications. Developers and system administrators will learn the fundamentals of monitoring, tuning, and debugging Spark, and explore machine learning techniques and scenarios for employing MLlib, Spark's scalable machine-learning library. Get a gentle overview of big data and Spark Learn about DataFrames, SQL, and Datasets—Spark's core APIs—through worked examples Dive into Spark's low-level APIs, RDDs, and execution of SQL and DataFrames Understand how Spark runs on a cluster Debug, monitor, and tune Spark clusters and applications Learn the power of Structured Streaming, Spark's stream-processing engine Learn how you can apply MLlib to a variety of problems, including classification or recommendation

JAVASCRIPT

THE DEFINITIVE GUIDE

Oreilly & Associates Incorporated A guide for experienced programmers demonstrates the core JavaScript language, offers examples of common tasks, and contains an extensive reference to JavaScript commands, objects, methods, and properties

JAVASCRIPT

3 BOOKS IN 1- THE ULTIMATE BEGINNER'S GUIDE TO LEARN JAVASCRIPT PROGRAMMING EFFECTIVELY + TIPS AND TRICKS TO LEARN JAVASCRIPT + STRATEGIES

Createspace Independent Publishing Platform 3- Informative Books in one Bundle! The Most Comprehensive JavaScript Beginners Guide on the Market! Have you ever wondered what allows people to be able to see different things on different websites? The answer is simple: JavaScript. Many websites are written in JavaScript so that you can be able to see what they are all about and what is going on in each of the sites. It is a language that can be written in many different formats so that different websites can use it for different purposes. JavaScript is able to do everything from creating a website to adding buttons and even disabling the ability to click on a button unless an option is chosen. While JavaScript is a multilayered language that will take some time to learn all of the levels of, the basics are quite simple. You can learn how to begin writing JavaScript by knowing only the basics, and you can build on your knowledge of the basics and what you initially learned. To get started with writing JavaScript, all you need to do is learn the beginning process. It is easy for you to do this if you have the right tools. This book will act as a way for you, as a beginner, to learn the process of JavaScript. While it will teach you some of the simplest JavaScript codes, it will not be overwhelming with codes. Instead, it will teach you what you need to know before you become a JavaScript expert and before you make the decision to truly dive into it. If you are ready to learn about JavaScript, what it can do and how you can get started, start this book right away. When you are finished, check out some of the other books in this series to learn more JavaScript codes and how to become a true professional who is great at writing JavaScript and can do more than you ever thought possible. Follow the series on an easy way to become a JavaScript expert! Sail Past the Beginners Level with these valuable tips! JavaScript is a language that you will always be able to learn more about and always be able to expand your knowledge of. Once you have learned the very basics of it, you should work to make sure that you are trying to find out as much as possible. JavaScript can be very rewarding, and you will need to be able to do as much as possible with it if you want to get the most benefit out of it. The tips and tricks that are contained in this book will give you some insight into what JavaScript is really capable of and what you can actually do with it if you learn as much as possible about it. There is a lot to learn, and you will be able to reap all of the benefits from JavaScript if you follow this book. The tips and tricks are designed not only to show you how to use the codes to build a beautiful interactive website but to also wow all of your visitors with everything that you have to offer on the website. Reading the book will not make you a JavaScript expert, but it will have you well on your way to being one. Read on for some of the best tips that are available and how you can make them work when you are trying to learn JavaScript in the easiest and most efficient way. Javascript- Simple and Effective Strategies: JavaScript isn't necessarily a simple language or a simple code to learn, but there are some very simple strategies that will get you to where you want to be with your JavaScript career. Following these strategies will allow you the chance to make sure that you are getting the most out of the JavaScript experience and the learning process that comes from it. Grab this 3-book bundle Today!

STRENGTHENING FORENSIC SCIENCE IN THE UNITED STATES

A PATH FORWARD

National Academies Press Scores of talented and dedicated people serve the forensic science community, performing vitally important work. However, they are often constrained by lack of adequate resources, sound policies, and national support. It is clear that change and advancements, both systematic and scientific, are needed in a number of forensic science disciplines to ensure the reliability of work, establish enforceable standards, and promote best practices with consistent application. Strengthening Forensic Science in the United States: A Path Forward provides a detailed plan for addressing these needs and suggests the creation of a new government entity, the National Institute of Forensic Science, to establish and enforce standards within the forensic science community. The benefits of improving and regulating the forensic science disciplines are clear: assisting law enforcement officials, enhancing homeland security, and reducing the risk of wrongful conviction and exoneration. Strengthening Forensic Science in the United States gives a full account of what is needed to advance the forensic science disciplines, including upgrading of systems and organizational structures, better training, widespread adoption of uniform and enforceable best practices, and mandatory certification and accreditation programs. While this book provides an essential call-to-action for congress and policy makers, it also serves as a vital tool for law enforcement agencies, criminal prosecutors and attorneys, and forensic science educators.

LEARNING WEB DESIGN

A BEGINNER'S GUIDE TO HTML, CSS, JAVASCRIPT, AND WEB GRAPHICS

"O'Reilly Media, Inc." Do you want to build web pages but have no prior experience? This friendly guide is the perfect place to start. You'll begin at square one, learning how the web and web pages work, and then steadily build from there. By the end of the book, you'll have the skills to create a simple site with multicolumn pages that adapt for mobile devices. Each chapter provides exercises to help you learn various techniques and short quizzes to make sure you understand key concepts. This thoroughly revised edition is ideal for students and professionals of all backgrounds and skill levels. It is simple and clear enough for beginners, yet thorough enough to be a useful reference for experienced developers keeping their skills up to date. Build HTML pages with text, links, images, tables, and forms Use style sheets (CSS) for colors, backgrounds, formatting text, page layout, and even simple animation effects Learn how JavaScript works and why the language is so important in web design Create and optimize web images so they'll download as quickly as possible NEW! Use CSS Flexbox and Grid for sophisticated and flexible page layout NEW! Learn the ins and outs of Responsive Web Design to make web pages look great on all devices NEW! Become familiar with the command line, Git, and other tools in the modern web developer's toolkit NEW! Get to know the super-powers of SVG graphics

A SMARTER WAY TO LEARN JAVASCRIPT

Createspace Independent Publishing Platform JavaScript was written to give readers an accurate, concise examination of JavaScript objects and their supporting nuances, such as complex values, primitive values, scope, inheritance, the head object, and more. If you're an intermediate JavaScript developer and want to solidify your understanding of the language, or if you've only used JavaScript beneath the mantle of libraries such as jQuery or Prototype, this is the book for you. This updated and expanded second edition of Book provides a user-friendly introduction to the subject, Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for all those interested in the subject . We hope you find this book useful in shaping your future career & Business.

THE DEFINITIVE GUIDE TO JYTHON

PYTHON FOR THE JAVA PLATFORM

Apress 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.

KAFKA: THE DEFINITIVE GUIDE

REAL-TIME DATA AND STREAM PROCESSING AT SCALE

"O'Reilly Media, Inc." Learn how to take full advantage of Apache Kafka, the distributed, publish-subscribe queue for handling real-time data feeds. With this comprehensive book, you will understand how Kafka works and how it is designed. Authors Neha Narkhede, Gwen Shapira, and Todd Palino show you how to deploy production Kafka clusters; secure, tune, and monitor them; write rock-solid applications that use Kafka; and build scalable stream-processing applications. Learn how Kafka compares to other queues, and where it fits in the big data ecosystem. Dive into Kafka's internal design Pick up best practices for developing applications that use Kafka. Understand the best way to deploy Kafka in production monitoring, tuning, and maintenance tasks. Learn how to secure a Kafka cluster.

SAMS TEACH YOURSELF HTML, CSS, AND JAVASCRIPT ALL IN ONE

Sams Publishing Sams Teach Yourself HTML, CSS and JavaScript All in One The all-in-one HTML, CSS and JavaScript beginner's guide: covering the three most important languages for web development. Covers everything beginners need to know about the HTML and CSS standards and today's JavaScript and Ajax libraries - all in one book, for the first time Integrated, well-organized coverage expertly shows how to use all these key technologies together Short, simple lessons teach hands-on skills readers can apply immediately By best-selling author Julie Meloni Mastering HTML, CSS, and JavaScript is vital for any beginning web developer - and the importance of these technologies is growing as web development moves away from proprietary alternatives such as Flash. Sams Teach Yourself HTML, CSS, and JavaScript All in One brings together everything beginners need to build powerful web applications with the HTML and CSS standards and the latest JavaScript and Ajax libraries. With this book, beginners can get all the modern web development knowledge you need from one expert source. Bestselling author Julie Meloni (Sams Teach Yourself PHP, MySQL and Apache All in One) teaches simply and clearly, through brief, hands-on lessons focused on knowledge you can apply immediately. Meloni covers all the building blocks of practical web design and development, integrating new techniques and features into every chapter. Each lesson builds on what's come before, showing you exactly how to use HTML, CSS, and JavaScript together to create great web sites.

CSS COOKBOOK

"O'Reilly Media, Inc." Provides information and examples on using CSS to format Web pages, covering such topics as Web typography, links, navigation, page layouts, and Web site design.

THE LIBRARIAN'S INTRODUCTION TO PROGRAMMING LANGUAGES

A LITA GUIDE

Rowman & Littlefield The Librarian's Introduction to Programming Languages presents case studies and practical applications for using the top programming languages in library and information settings. While there are books and Web sites devoted to teaching programming, there are few works that address multiple programming languages or address the specific reasons why programming is a critical area of learning for library and information science professionals. There are many books on programming languages but no recent items directly written for librarians that span a variety of programs. Many practicing librarians see programming as something for IT people or beyond their capabilities. This book will help these librarians to feel comfortable discussing programming with others by providing an understanding of when the language might be useful, what is needed to make it work, and relevant tools to extend its application. Additionally, the inclusion of practical examples lets readers try a small "app" for the language. This also will assist readers who want to learn a language but are unsure of which language would be the best fit for them in terms of learning curve and application. The languages covered are JavaScript, PERL, PHP, SQL, Python, Ruby, C, C#, and Java. This book is designed to provide a basic working knowledge of each language presented. Case studies show the programming language used in real ways, and resources for exploring each language in more detail are also included.

ELASTICSEARCH: THE DEFINITIVE GUIDE

"O'Reilly Media, Inc." Whether you need full-text search or real-time analytics of structured data—or both—the Elasticsearch distributed search engine is an ideal way to put your data to work. This practical guide not only shows you how to search, analyze, and explore data with Elasticsearch, but also helps you deal with the complexities of human language, geolocation, and relationships. If you're a newcomer to both search and distributed systems, you'll quickly learn how to integrate Elasticsearch into your application. More experienced users will pick up lots of advanced techniques. Throughout the book, you'll follow a problem-based approach to learn why, when, and how to use Elasticsearch features. Understand how Elasticsearch interprets data in your documents Index and query your data to take advantage of search concepts such as relevance and word proximity Handle human language through the effective use of analyzers and queries Summarize and group data to show overall trends, with aggregations and analytics Use geo-points and geo-shapes—Elasticsearch's approaches to geolocation Model your data to take advantage of Elasticsearch's horizontal scalability Learn how to configure and monitor your cluster in production

PROFESSIONAL JAVASCRIPT FOR WEB DEVELOPERS

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