

Unix And Shell Programming B M Harwani

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Java Server Faces: A Practical Approach For Beginners Jun 27 2022 Based on a standard web-application framework, JavaServer Faces (JSF), this book provides a step-by-step practical approach to understand the basic controls of JSF and its real life applications. It includes examples which help to apply different techniques provided by JSF such as tags, converters and validators in real life situations. The book begins with an introduction to JavaServer Faces architecture, its lifecycle, its main components and the installation steps of the softwares required to run and implement JSF. Further it covers expression language and its use to access Managed Bean attributes, and a practical usage of different components like text field, text area, command button, menu, checkbox and so on. Every component is explained with a program as they act as a building block for any web application. Finally it discusses all the steps required in creating two custom components: label component and email component. The creation and deployment of RichFaces and Ajax4jsf application are also explained step-by-step. Key Features Provides the use of latest available IDE: NetBeans IDE 6.0/6.1 for making JSF based web application. Gives a step-by-step approach for creating custom converters, validators and components. Elaborates the use of Ajax and its advantages in web applications. Primarily intended for the software professionals, this book will also be useful to the students of computer science and engineering (B.Tech and M.Tech), and master of computer applications (MCA).

Step By Step Database Programming using Python GUI & MySQL Jul 05 2020 This book provides a practical explanation of database programming using Python GUI & MySQL. The discussion in this book is presented in step by step so that it will help readers understand each material and also will make it easier for the readers to follow all of the instructions. This book is very suitable for students, programmers, and anyone who want to learn database programming using Python GUI & MySQL from scratch. This book is divided into two parts: The first part of this book will discuss about the fundamentals of database programming using Python GUI & MySQL. This part will discuss in detail about how to setup your working environment and how to understand GUI programming using Python. This part will also discuss in detail about how to start your database programming using Python GUI & MySQL. This part will discuss in detail about the basic of database programming using Python GUI & MySQL. The second part of this book will discuss about how to build database application using Python GUI & MySQL. This part will discuss in detail about how to build Multiple Document Interface (MDI) database application through real project-based example. This part will discuss in detail about how to design and create database for Library Management System application, and how to create all forms for the application. The final objective of this book is that the readers are able to create real database application using Python GUI & MySQL. Here are the materials that you will learn in this book. PART I: THE FUNDAMENTAL OF DATABASE PROGRAMMING USING PYTHON GUI & MySQL CHAPTER 1: The discussion in this chapter will guide you in preparing what software are needed to start your database programming using Python GUI. This chapter will guide you to install all software including Python, MySQL, and Qt Designer. In addition, this chapter also will discuss about how to understand and use Qt Designer for user interface design, and how to create a GUI application using Python and Qt Designer. CHAPTER 2: The discussion in this chapter will guide you to start your database programming using Python GUI & MySQL. This chapter will discuss in detail about the basic of database programming using Python GUI & MySQL. The discussion in this chapter will talk about how

to create and drop database, how to create and drop table, how to insert data into table, how to display data from table, how to update data in table, and how to delete data in table. All discussions in this chapter will give you deep understanding of database programming using Python GUI & MySQL. PART II: BUILDING DATABASE APPLICATION USING PYTHON GUI & MySQL, CASE STUDY: LIBRARY MANAGEMENT SYSTEM APPLICATION CHAPTER 3: The discussion in this chapter will guide you to design and create database for library management system application. This is the first step that must be taken to create database application using Python GUI & MySQL. This chapter will discuss in detail about how to design the Entity Relationship Diagram (ERD) for library management system application. The discussion in this chapter will also talk about how to create database and its tables based on the ERD design using MySQL server. CHAPTER 4: The discussion in this chapter will guide you to create main form and login form for the application. This chapter will discuss in detail about how to create these two forms. These forms are the first two forms that we will create in building library management system application. This chapter will also discuss about how to run the application. CHAPTER 5: The discussion in this chapter will guide you to create user accounts form and members form for Library Management System application. This chapter will discuss in detail about how to create these two forms. This chapter will also discuss about how to add these two forms as MDI sub windows of the main form. And the final discussion of this chapter will guide you to use the forms to manage user accounts and members data of Library Management System application. CHAPTER 6: The discussion in this chapter will guide you to create authors form, genres form, and books form for Library Management System application. This chapter will discuss in detail about how to create these three forms. This chapter will also discuss about how to add books form as MDI sub window of the main form. And the final discussion of this chapter will guide you to use the forms to manage authors, genres, and books data in Library Management System application. CHAPTER 7: The discussion in this chapter will guide you to create member search form, book search form, and loan transaction form for Library Management System application. This chapter will discuss in detail about how to create these three forms. This chapter will also discuss about how to add loan transaction form as MDI sub window of the main form. And the final discussion of this chapter will guide you to use the forms to manage loan transactions in Library Management System application. CHAPTER 8: The discussion in this chapter will guide you to create members statistic form, books statistic form, and loan statistic form for Library Management System application. This chapter will discuss in detail about how to create these three forms. This chapter will also discuss about how to add all of the forms as MDI sub windows of the main form. And the final discussion of this chapter will guide you to use all of the forms to display the statistics in the library.

The Android Tablet Developer's Cookbook May 15 2021 The Android Tablet Developer's Cookbook helps experienced Android developers leverage new Android 4.2.2 features to build compelling applications that take full advantage of tablets' bigger screens, dual-core processors, and larger, faster memory. Tightly focused on Android 4.2.2's tablet-related capabilities, it presents an unparalleled library of easy-to-reuse code for solving real-world problems. Everything's organized in modular, standalone sections to help you quickly find what you're looking for, even when you need to use multiple classes together. Throughout, B.M. Harwani clearly explains how Android tablet apps are unique, how to leverage Android skills and libraries you've already mastered, and how to efficiently integrate tablet APIs and features. From media to NFC, porting phone apps to integrating analytics, this book will help you do it fast and do it right. Coverage includes Providing user control via the system clipboard, notifications, and pending intents Supporting drag and drop for both text and images Displaying navigation and core app functionality via the ActionBar Using widgets to present calendars, number pickers, image stacks, and options lists Delivering powerful graphics via animation and hardware accelerated 2D Recording audio, video, and images Responding to sensors Pairing tablets to other Bluetooth-enabled Android devices or PCs Using Wi-Fi Direct to share media Creating custom home screen widgets Making the most of threads and the AsyncTask class Exchanging data via JSON Displaying and browsing Web content via the WebView widget Creating fragments dynamically at runtime and implementing communication between fragments Porting apps from smartphones to tablets and building new apps for both Supporting older versions of the Android SDK Sharing data and messages via NFC with Android Beam Integrating app analytics and tracking Turn to The Android Tablet Developer's Cookbook for proven, expert answers--and the code you need to implement them. It's all you need to jump-start any project and quickly create compelling Android tablet apps that sell!

Mastering GUI Programming with Python Sep 26 2019 An advanced guide to creating powerful high-performance GUIs for modern, media-rich applications in various domains such as business and game development Key FeaturesGain comprehensive knowledge of Python GUI development using PyQt 5.12Explore advanced topics including multithreaded programming, 3D animation, and SQL databasesBuild cross-platform GUIs for Windows, macOS, Linux, and Raspberry PiBook Description PyQt5 has long been the most powerful and comprehensive GUI framework available for Python, yet there is a lack of cohesive resources available to teach Python programmers how to use it. This book aims to remedy the problem by providing comprehensive coverage of GUI development with PyQt5. You will get started with an introduction to PyQt5, before going on to develop stunning GUIs with modern features. You will then learn how to build forms using QWidgets and learn about important aspects of GUI development such as layouts, size policies, and event-driven programming. Moving ahead, you'll discover PyQt5's most powerful features through chapters on audio-visual programming with QtMultimedia, database-driven software with QtSQL, and web browsing with QtWebEngine. Next, in-depth coverage of multithreading and asynchronous programming will help you run tasks asynchronously and build high-concurrency processes with ease. In later chapters, you'll gain insights into QOpenGLWidget, along with mastering techniques for creating 2D graphics with QPainter. You'll also explore PyQt on a Raspberry Pi and interface it with remote systems using QtNetwork. Finally, you will learn how to distribute your applications using setup tools and PyInstaller. By the end of this book, you will have the skills you need to develop robust GUI applications using PyQt. What you will learnGet to grips with the inner workings of PyQt5Learn how elements in a GUI application communicate with signals and

slots Learn techniques for styling an application Explore database-driven applications with the QtSQL module Create 2D graphics with QPainter Delve into 3D graphics with QOpenGLWidget Build network and web-aware applications with QtNetwork and QtWebEngine Who this book is for This book is for programmers who want to create attractive, functional, and powerful GUIs using the Python language. You'll also find this book useful if you are a student, professional, or anyone who wants to start exploring GUIs or take your skills to the next level. Although prior knowledge of the Python language is assumed, experience with PyQt, Qt, or GUI programming is not required.

Android Programming Unleashed Sep 30 2022 Android Programming Unleashed is the most comprehensive and technically sophisticated guide to best-practice Android development with today's powerful new versions of Android: 4.1 (Jelly Bean) and 4.0.3 (Ice Cream Sandwich). Offering the exceptional breadth and depth developers have come to expect from the Unleashed series, it covers everything programmers need to know to develop robust, high-performance Android apps that deliver a superior user experience. Leading developer trainer Bintu Harwani begins with basic UI controls, then progresses to more advanced topics, finally covering how to develop feature rich Android applications that can access Internet-based services and store data. He illuminates each important SDK component through complete, self-contained code examples that show developers the most effective ways to build production-ready code. Coverage includes: understanding the modern Android platform from the developer's standpoint... using widgets, containers, resources, selection widgets, dialogs, and fragments... supporting actions and persistence... incorporating menus, ActionBars, content providers, and databases... integrating media and animations... using web, map, and other services... supporting communication via messaging, contacts, and emails... publishing Android apps, and much more.

Android User Interface Design Dec 30 2019 Build Android Apps That Are Stunningly Attractive, Functional, and Intuitive In today's crowded Android marketplace, it's more important than ever to differentiate your apps. Great design is the best way to do that. Now, leading Android app design expert Ian G. Clifton shows you how to make your apps come alive and how to deliver apps that users will want, love, and buy! Reflecting the Android 4.2 SDK, this book serves both as a tutorial for the entire design and implementation process and as a handy reference you'll rely on for every Android development project. Clifton shows how to create effective designs, organize them into Android components, and move gracefully from idea, to wireframe, to comp, to finished app. You'll learn how to bring your own voice, personality, and style to your app designs; how to leverage advanced drawing techniques such as PorterDuff compositing; how to test designs on diverse Android devices; and much more. Android User Interface Design details each step of the design and development process and contains extensive downloadable sample code, including complete finished apps. Learn how Android has evolved to support outstanding app design Integrate app design with development, from idea through deployment Understand views, the building blocks of Android user interfaces Make the most of wireframes and prototypes Build efficient layouts and integrate smooth animations Make apps more useful by automatically updating ListViews Combine views into custom components Use image compositing and other advanced techniques Work with the canvas and advanced drawing Leverage Google Play and Amazon Appstore assets One step at a time, this guide helps you bridge the gap between Android developers and designers so you can work with colleagues to create world-class app designs...or do it yourself!

Pro Spring Jan 29 2020 Pro Spring updates the perennial bestseller with the latest that the Spring Framework 4 has to offer. Now in its fourth edition, this popular book is by far the most comprehensive and definitive treatment of Spring available. With Pro Spring, you'll learn Spring basics and core topics, and share the authors' insights and real-world experiences with remoting, Hibernate, and EJB. Beyond the basics, you'll learn how to leverage the Spring Framework to build the various tiers or parts of an enterprise Java application: transactions, web and presentation tiers, deployment, and much more. A full sample application allows you to apply many of the technologies and techniques covered in this book and see how they work together. The agile, lightweight, open-source Spring Framework continues to be the de facto leading enterprise Java application development framework for today's Java programmers and developers. It works with other leading open-source, agile, and lightweight Java technologies such as Hibernate, Groovy, MyBatis, and more. Spring now works with Java EE and JPA 2 as well. After reading this definitive book, you'll be armed with the power of Spring to build complex Spring applications, top to bottom.

Learning Object-Oriented Programming in C# 5.0 Oct 20 2021 With a solid focus on hands-on projects, LEARNING OBJECT-ORIENTED PROGRAMMING IN C# 5.0 is a comprehensive guide to all the most valuable features of C# 5.0. The book covers all the fundamentals, beginning with easy examples and gradually delving deeper into complex topics, providing the essential information you'll need to learn Visual C#. With the expert guidance of programmer, author, and teacher B.M. Harwani, you will explore the principles and benefits of object-oriented programming, in-depth OOP fundamentals, creating and using advanced class features such as generics and operator overloading, Web Services, LINQ, multiple threading, security features, and much more. In addition, you'll find complete coverage of .NET features, including assemblies, memory management, Networking, XML, and ADO.NET. A complete instructional text for learning C# 5.0 and a comprehensive reference, LEARNING OBJECT-ORIENTED PROGRAMMING IN C# 5.0 is your go-to source for mastering C# 5.0.

Blogging for Beginners Mar 13 2021 If you've ever wanted to learn how to build and maintain your own blog, Blogging with WordPress 3 for Beginners is for you! This book will lead you through all the building blocks necessary for a fully functional blog in WordPress platform. The book covers: Different ways of installing WordPress Creating and managing blog contents through Posts and Pages Managing Media, Links and Comments Managing Themes, Custom Menus and Widgets. Managing user accounts, roles and setting profiles Extending features of blog through plugins. Using Tools and Settings Using Press This tool to grab web pages found on the net Importing contents from different blogging platforms Exporting the WordPress blog contents Submitting posts via email and through desktop client Generating search engine friendly URLs Translating blog contents into different languages Integrating blog with Facebook and Twitter Taking Online

Backup Generating XML Sitemaps and displaying advertisement for revenue About the Author B.M.Harwani is founder and owner of Microchip Computer Education (MCE), based in Ajmer, India that provides computer education in all programming and web developing platforms. He graduated with a BE in computer engineering from the University of Pune, and also has a 'C' Level (master's diploma in computer technology) from DOEACC, Government Of India. Being involved in teaching field for over 16 years, he has developed the art of explaining even the most complicated topics in a straight forward and easily understandable fashion. He has written several books on various subjects that includes JSP, JSF, EJB, PHP, .Net, Joomla, jQuery, WordPress and Smartphones. To know more, visit his blog, <http://bmharwani.com/blog>

C Programming Cookbook Sep 18 2021 A comprehensive guide with curated recipes to help you gain a deeper understanding of modern C. Key Features Learn how to make your applications swift and robust by leveraging powerful features of C Understand the workings of arrays, strings, functions, and more down to how they operate in memory Master process synchronization during multi-tasking and server-client process communication Book Description C is a high-level language that's popular among developers. It enables you to write drivers for different devices, access machine-level hardware, apply dynamic memory allocation, and much more. With self-contained tutorials, known as recipes, this book will guide you in dealing with C and its idiosyncrasies and help you benefit from its latest features. Beginning with common tasks, each recipe addresses a specific problem followed by explaining the solution to get you acquainted with what goes on under the hood. You will explore core concepts of the programming language, including how to work with strings, pointers, and single and multi-dimensional arrays. You will also learn how to break a large application into small modules by creating functions, handling files, and using a database. Finally, the book will take you through advanced concepts such as concurrency and interprocess communication. By the end of this book, you'll have a clear understanding and deeper knowledge of C programming, which will help you become a better developer. What you will learn Manipulate single and multi-dimensional arrays Perform complex operations on strings Understand how to use pointers and memory optimally Discover how to use arrays, functions, and strings to make large applications Implement multitasking using threads and process synchronization Establish communication between two or more processes using different techniques Store simple text in files and store data in a database Who this book is for If you're a programmer with basic experience in C and want to leverage its features through modern programming practices, then this book is for you.

Qt5 Python GUI Programming Cookbook Apr 25 2022 Over 60 recipes to help you design interactive, smart, and cross-platform GUI applications Key Features Get succinct QT solutions to pressing GUI programming problems in Python Learn how to effectively implement reactive programming Build customized applications that are robust and reliable Book Description PyQt is one of the best cross-platform interface toolkits currently available; it's stable, mature, and completely native. If you want control over all aspects of UI elements, PyQt is what you need. This book will guide you through every concept necessary to create fully functional GUI applications using PyQt, with only a few lines of code. As you expand your GUI using more widgets, you will cover networks, databases, and graphical libraries that greatly enhance its functionality. Next, the book guides you in using Qt Designer to design user interfaces and implementing and testing dialogs, events, the clipboard, and drag and drop functionality to customize your GUI. You will learn a variety of topics, such as look and feel customization, GUI animation, graphics rendering, implementing Google Maps, and more. Lastly, the book takes you through how Qt5 can help you to create cross-platform apps that are compatible with Android and iOS. You will be able to develop functional and appealing software using PyQt through interesting and fun recipes that will expand your knowledge of GUIs What you will learn Use basic Qt components, such as a radio button, combo box, and sliders Use QSpinBox and sliders to handle different signals generated on mouse clicks Work with different Qt layouts to meet user interface requirements Create custom widgets and set up customizations in your GUI Perform asynchronous I/O operations and thread handling in the Python GUI Employ network concepts, internet browsing, and Google Maps in UI Use graphics rendering and implement animation in your GUI Make your GUI application compatible with Android and iOS devices Who this book is for If you're an intermediate Python programmer wishing to enhance your coding skills by writing powerful GUIs in Python using PyQt, this is the book for you.

Core Data iOS Essentials Aug 18 2021 A fast-paced, example-driven guide to data-drive iPhone, iPad, and iPod Touch applications.

[Introduction to Python Programming and Developing GUI Applications with PyQT](#) Feb 21 2022 Covers the basics of Python programming, file handling, and GUI application development in PyQT.

. *NET Interview Q&a* May 27 2022 The .NET framework is a very popular software development framework from Microsoft. Because of its in built wealth of tools, technologies, and languages support that it is heavily used by developers around the world to develop web applications as well as robust enterprise applications. The goal of the book, ".NET Interview Questions & Answers" is to provide quick answers to the questions that a developer frequently comes across. If you are a developer, educator, professional or a beginner that want to find answers to the questions that you usually come across during developing web applications, teaching, learning, in Interviews, Viva test etc, then this book is for you. The book provides the answers to the questions divided into five categories: Must Know Questions - Includes answers to the general questions that a web developer is expected to know, like answers related to Active X control, MVC pattern, GET and POST methods, Script Injection Attacks, FTP, DNS, hosting a web site, XML, XSL, DLL, WCF and so on. General .NET Questions - Includes answers to basic .NET questions. Like, structure of .NET framework, CLR, ASP, ASP.NET, IIS, virtual directory and much more Advanced .NET Questions - Includes answers to advanced .NET questions. Like, Cookies, Session tracking, data transfer, CSS styles, Themes, Skins, Master pages, web.config, machine.config file, Forms, Windows and Passport authentication and much more Database Related Questions - Includes answers to the Database related questions like, ADO.NET, connection pooling, connection string, serialization, savepoint, rollback, grouping, aggregation, LINQ, BLOB etc. Questions Related to ASP.NET Controls - Includes answers to the questions

related to ASP.NET controls like, AdRotator, Validation controls, SiteMap, ImageMap, GridView control and much more. About the Author: B.M. Harwani is founder and owner of Microchip Computer Education (MCE), based in Ajmer, India that provides computer education in all programming and web developing platforms. He graduated with a BE in computer engineering from the University of Pune, and also has a 'C' Level (master's diploma in computer technology) from DOEACC, Government Of India. Being involved in teaching field for over 16 years, he has developed the art of explaining even the most complicated topics in a straight forward and easily understandable fashion. He has written several books on various subjects that includes C, C++, Java, JSP, JSF, EJB, PHP, .Net, Joomla, jQuery, Python, and Smartphones. He also writes articles on a variety of computer subjects which can be seen on a number of websites. To know more visit his blog, <http://bmharwani.com/blog>

Python GUI Programming with Tkinter Jun 23 2019 Find out how to create visually stunning and feature-rich applications by empowering Python's built-in Tkinter GUI toolkit. Key Features: Explore Tkinter's powerful features to easily design and customize your GUI application. Learn the basics of 2D and 3D animation in GUI applications. Learn to integrate stunning Data Visualizations using Tkinter Canvas and Matplotlib. Book Description: Tkinter is a lightweight, portable, and easy-to-use graphical toolkit available in the Python Standard Library, widely used to build Python GUIs due to its simplicity and availability. This book teaches you to design and build graphical user interfaces that are functional, appealing, and user-friendly using the powerful combination of Python and Tkinter. After being introduced to Tkinter, you will be guided step-by-step through the application development process. Over the course of the book, your application will evolve from a simple data-entry form to a complex data management and visualization tool while maintaining a clean and robust design. In addition to building the GUI, you'll learn how to connect to external databases and network resources, test your code to avoid errors, and maximize performance using asynchronous programming. You'll make the most of Tkinter's cross-platform availability by learning how to maintain compatibility, mimic platform-native look and feel, and build executables for deployment across popular computing platforms. By the end of this book, you will have the skills and confidence to design and build powerful high-end GUI applications to solve real-world problems. What you will learn: Implement the tools provided by Tkinter to design beautiful GUIs. Discover cross-platform development through minor customizations in your existing application. Visualize graphs in real time as data comes in using Tkinter's animation capabilities. Use PostgreSQL authentication to ensure data security for your application. Write unit tests to avoid regressions when updating code. Who this book is for: This book will appeal to developers and programmers who would like to build GUI-based applications. Knowledge of Python is a prerequisite.

Unix and Shell Programming Aug 30 2022 Beginning with the description of operating system in general, the book discusses features that made Unix the most suitable operating system of its time. An overview of file management in Unix and commonly used Unix commands is then provided. Further, it delves into the detailed description of file system and compression techniques, processes and signals, vi editor, system calls, and awk scripting. Detailed description about different types of editors and shell programming (including Bourne, C, and interactive Korn shell) has also been provided. Chapters dedicated to debugging and system development, language development, text formatting tools, interprocess communication, and system administration are covered in the later part of the book. To aid students, the book provides numerous examples and complete program scripts that will help in grasping the key concepts effectively. Web Resources: For Students: DT Chapter-wise executable and complete shell scripts and codes given in the book. DT Mail Organizer - project that sends mail to a desired recipient on a given date. DT Inventory Management System - project that explains maintenance of inventory using MySQL database server. DT Debugging exercises with solutions. For Faculty: DT Chapter-wise PPTs. DT Answers to select review exercises given in the book.

Expert C Programming Dec 10 2020 Software -- Programming Languages.

Python GUI Programming - A Complete Reference Guide Apr 13 2021 Explore Python's GUI frameworks and create visually stunning and feature-rich applications. Key Features: Integrate stunning data visualizations using Tkinter Canvas and Matplotlib. Understand the basics of 2D and 3D animation in GUI applications. Explore PyQt's powerful features to easily design and customize your GUI applications. Book Description: A responsive graphical user interface (GUI) helps you interact with your application, improves user experience, and enhances the efficiency of your applications. With Python, you'll have access to elaborate GUI frameworks that you can use to build interactive GUIs that stand apart from the rest. This Learning Path begins by introducing you to Tkinter and PyQt, before guiding you through the application development process. As you expand your GUI by adding more widgets, you'll work with networks, databases, and graphical libraries that enhance its functionality. You'll also learn how to connect to external databases and network resources, test your code, and maximize performance using asynchronous programming. In later chapters, you'll understand how to use the cross-platform features of Tkinter and Qt5 to maintain compatibility across platforms. You'll be able to mimic the platform-native look and feel, and build executables for deployment across popular computing platforms. By the end of this Learning Path, you'll have the skills and confidence to design and build high-end GUI applications that can solve real-world problems. This Learning Path includes content from the following Packt products: Python GUI Programming with Tkinter by Alan D. Moore. Qt5 Python GUI Programming Cookbook by B. M. Harwani. What you will learn: Visualize graphs in real time with Tkinter's animation capabilities. Use PostgreSQL authentication to ensure data security for your application. Write unit tests to avoid regression when updating code. Handle different signals generated on mouse clicks using QSpinBox and sliders. Employ network concepts, internet browsing, and Google Maps in UI. Use graphics rendering to implement animations in your GUI. Who this book is for: If you're an intermediate Python programmer looking to enhance your coding skills by writing powerful GUIs in Python using PyQt and Tkinter, this is an ideal Learning Path for you. A strong understanding of the Python language is a must to grasp the concepts explained in this book.

Make an E-commerce Site in a Weekend Sep 06 2020 Learn to build e-commerce sites using PHP by installing a server using WAMP, configuring MySQL for your product database, creating your product database and tables, and writing the

required PHP scripts for accessing and inserting data into the database. Make an E-commerce Site in a Weekend: Using PHP details how to create shopping carts for your customers and how to set up secure payment and processing options. Even if you are an absolute beginner and don't have much programming experience, you can build a responsive, powerful, and fully featured e-commerce site quickly using the information in this book. You will learn to: Create and maintain your e-commerce website using PHP scripts Create, edit, and update your product database using MySQL Manage visitors to your site, create custom forms, manage session handling, and more Manage shopping carts and shipping information Receive money through different payment modes on the sale of merchandise Who This Book is For: This book is for people who want to quickly set up their first e-commerce site. The book addresses beginners who don't have a deep experience in programming languages. It teaches how to build professional fully featured e-commerce websites using PHP. The book uses practical, step-by-step examples to explain all of the topics required in designing, creating, and managing an interactive e-commerce web site.

Practical Java Project for Beginners W CD Nov 08 2020 Special Features of The Book Any body can easily understand the working of JSP and Java Beans. Reader can easily understand how JSP fetches and updates a database. The reader must know core Java and HTML programming before reading this book All commands included in the project with syntax are explained. The working of programs is explained in easy English Theory is included wherever necessary for better understanding of a particular concept This book can be useful for students pursuing B.E. M.C.A, M.Sc.(C.S-), IGNOU, BCA, B.Sc. (I.T.), M.Sc(I.T.) courses who have to make and submit a project as part of their curriculum. Beside them, this book can be of great use for professionals involved in software development or technical services. This book is for anyone who wants to program dynamic, feature rich web applications in JSP

jQuery Recipes Mar 25 2022 jQuery is one of today's most popular JavaScript web application development frameworks and libraries. jQuery Recipes can get you started with jQuery quickly and easily, and it will serve as a valuable long-term reference. The book begins with small initial problems that developers typically face while working with jQuery, and gradually goes deeper to explore more complex problems. The solutions include illustrations and clear, concise explanations of the code. Using this book and jQuery, your web sites will be more dynamic and lively.

Applied ASP.NET 4 in Context Jun 03 2020 ASP.NET 4 is the latest version of Microsoft's revolutionary web technology. It is the principal technology for creating dynamic web pages on the Windows platform. Applied ASP.NET 4 In Context sets the standard for clear, simple, hands-on advice for learning and deploying Microsoft's dynamic web solutions. Seasoned .NET author Adam Freeman explains how to get the most from ASP.NET by focusing on the features you need for your project. He starts with the nuts and bolts and shows you everything through to advanced features, going in-depth to give you the knowledge you need to use ASP.NET in a real-world context. Effective and powerful ASP.NET programming is easier than ever before with this informed and practical guide.

Pro Spring 5 Nov 28 2019 Master Spring basics and core topics, and share the authors' insights and real-world experiences with remoting, Hibernate, and EJB. Beyond the basics, you'll learn how to leverage the Spring Framework to build the various tiers and parts of an enterprise Java application: transactions, web and presentation tiers, deployment, and much more. A full sample application allows you to apply many of the technologies and techniques covered in Pro Spring 5 and see how they work together. This book updates the perennial bestseller with the latest that the new Spring Framework 5 has to offer. Now in its fifth edition, this popular title is by far the most comprehensive and definitive treatment of Spring available. It covers the new functional web framework and interoperability with Java 9. After reading this definitive book, you'll be armed with the power of Spring to build complex Spring applications, top to bottom. The agile, lightweight, open-source Spring Framework continues to be the de facto leading enterprise Java application development framework for today's Java programmers and developers. It works with other leading open-source, agile, and lightweight Java technologies such as Hibernate, Groovy, MyBatis, and more. Spring now works with Java EE and JPA 2 as well. What You'll Learn Discover what's new in Spring Framework 5 Use the Spring Framework with Java 9 Master data access and transactions Work with the new functional web framework Create microservices and other web services Who This Book Is For Experienced Java and enterprise Java developers and programmers. Some experience with Spring highly recommended.

PhoneGap Build Jan 23 2022 PhoneGap is a standards-based, open-source development framework that can be deployed to any mobile device without losing the features of the native app—allowing for access to device contacts, the local file system, camera, and media on multiple platforms without requiring users to write a single line of code. Ideal for intermediate to advanced users, PhoneGap Build: Developing Cross Platform Mobile Applications in the Cloud offers the comprehensive coverage you need to harness the power of this dynamic tool. It provides complete coverage of the cloud computing platform and the theories behind cloud computing, using a series of engaging examples. The book explains the differences between existing mobile platforms, the different types of browsers they support, and the programming languages and integrated development environment required to develop apps for each of them. It then describes how PhoneGap makes the task of developing cross-platform mobile apps easier. This book will teach you how to use: HTML5, CSS3, and JavaScript to develop apps for devices across various mobile operating systems PhoneGap Build to develop mobile apps in the cloud PhoneGap with Sencha Touch and jQuery Mobile Back end databases to store and retrieve information The text starts with simpler applications and gradually moves toward describing advanced concepts and how to exploit different application programming interfaces and methods. By the time you finish the book, you will learn how to develop feature-rich mobile applications that can run on the cloud to support different platforms. Supplying authoritative guidance and proven best practices for designing cloud-based applications, the book is an ideal reference for cloud system developers, architects, and IT professionals. It is also suitable for use in instructional settings.

Mastering Algorithms with C Feb 09 2021 A comprehensive guide to understanding the language of C offers solutions for everyday programming tasks and provides all the necessary information to understand and use common programming

techniques. Original. (Intermediate).

Hands-On High Performance Programming with Qt 5 Aug 25 2019 Build efficient and fast Qt applications, target performance problems, and discover solutions to refine your code Key Features Build efficient and concurrent applications in Qt to create cross-platform applications Identify performance bottlenecks and apply the correct algorithm to improve application performance Delve into parallel programming and memory management to optimize your code Book Description Achieving efficient code through performance tuning is one of the key challenges faced by many programmers. This book looks at Qt programming from a performance perspective. You'll explore the performance problems encountered when using the Qt framework and means and ways to resolve them and optimize performance. The book highlights performance improvements and new features released in Qt 5.9, Qt 5.11, and 5.12 (LTE). You'll master general computer performance best practices and tools, which can help you identify the reasons behind low performance, and the most common performance pitfalls experienced when using the Qt framework. In the following chapters, you'll explore multithreading and asynchronous programming with C++ and Qt and learn the importance and efficient use of data structures. You'll also get the opportunity to work through techniques such as memory management and design guidelines, which are essential to improve application performance. Comprehensive sections that cover all these concepts will prepare you for gaining hands-on experience of some of Qt's most exciting application fields - the mobile and embedded development domains. By the end of this book, you'll be ready to build Qt applications that are more efficient, concurrent, and performance-oriented in nature What you will learn Understand classic performance best practices Get to grips with modern hardware architecture and its performance impact Implement tools and procedures used in performance optimization Grasp Qt-specific work techniques for graphical user interface (GUI) and platform programming Make Transmission Control Protocol (TCP) and Hypertext Transfer Protocol (HTTP) performant and use the relevant Qt classes Discover the improvements Qt 5.9 (and the upcoming versions) holds in store Explore Qt's graphic engine architecture, strengths, and weaknesses Who this book is for This book is designed for Qt developers who wish to build highly performance applications for desktop and embedded devices. Programming Experience with C++ is required.

Java For Professionals Covers Java Se6 Nov 20 2021 This book covers all the above topics in great detail with complete examples and their sample output at each step. Beside this, the distinguishing features of Java SE 6 are also explained

Practical C Programming Jul 17 2021 A comprehensive guide with practical instructions for learning data structures, low-level programming, high-performance computing, networking and IoT to help you understand the latest standards in C programming such as C11 and C18 Key Features Tackle various challenges in C programming by making the most of its latest features Understand the workings of arrays, strings, functions, pointers, advanced data structures, and algorithms Become well-versed with process synchronization during multitasking and server-client process communication Book Description Used in everything from microcontrollers to operating systems, C is a popular programming language among developers because of its flexibility and versatility. This book helps you get hands-on with various tasks, covering the fundamental as well as complex C programming concepts that are essential for making real-life applications. You'll start with recipes for arrays, strings, user-defined functions, and pre-processing directives. Once you're familiar with the basic features, you'll gradually move on to learning pointers, file handling, concurrency, networking, and inter-process communication (IPC). The book then illustrates how to carry out searching and arrange data using different sorting techniques, before demonstrating the implementation of data structures such as stacks and queues. Later, you'll learn interesting programming features such as using graphics for drawing and animation, and the application of general-purpose utilities. Finally, the book will take you through advanced concepts such as low-level programming, embedded software, IoT, and security in coding, as well as techniques for improving code performance. By the end of this book, you'll have a clear understanding of C programming, and have the skills you need to develop robust apps. What you will learn Discover how to use arrays, functions, and strings to make large applications Perform preprocessing and conditional compilation for efficient programming Understand how to use pointers and memory optimally Use general-purpose utilities and improve code performance Implement multitasking using threads and process synchronization Use low-level programming and the inline assembly language Understand how to use graphics for animation Get to grips with applying security while developing C programs Who this book is for This intermediate-level book is for developers who want to become better C programmers by learning its modern features and programming practices. Familiarity with C programming is assumed to get the most out of this book.

WEB TECHNOLOGY Oct 08 2020 This well-received book, now in its second edition, incorporates a new chapter on PHP as Chapter 13 based on the readers' demand in today's world PHP which is an important web programming technology. This text provides students with a comprehensible introduction to the programming and scripting languages currently used to create Web sites and Web applications—the main aim being to teach the programming concepts of various Web technologies and the fundamentals needed to program on the Internet. The book emphasises the underlying fundamentals of Web page development and prepares students to build real-world, industrial strength Web-based applications, and use a wide variety of Web development tools effectively and efficiently. Students are introduced to the concepts of Internet Protocols, Java networking, JavaScript, VBScript and PHP. The material presented on Java network programming contains an elaborate description with examples to help the reader clearly understand the networking concepts. The book is intended as a text for students of Computer Science and Engineering, Information Technology, and Master of Computer Applications. Key Features • Presents well-designed material on HTML, DHTML, XML and PHP with many practical exercises. • Explains the development of servlets with simple examples. • Explores the programming features of JSPs. • Introduces the elements of ASPs with worked-out exercises. • Includes Review Questions and Objective Type Questions at the end of each chapter.

Java in 24 Hours Oct 27 2019 Offers an updated tutorial for beginners explaining how to use Java to create desktop and Web programs, applications, and web services, including setting up the programming environment, building user

interfaces, and writing Android apps.

Rapid GUI Programming with Python and Qt Jul 25 2019 Whether you're building GUI prototypes or full-fledged cross-platform GUI applications with native look-and-feel, PyQt 4 is your fastest, easiest, most powerful solution. Qt expert Mark Summerfield has written the definitive best-practice guide to PyQt 4 development. With *Rapid GUI Programming with Python and Qt* you'll learn how to build efficient GUI applications that run on all major operating systems, including Windows, Mac OS X, Linux, and many versions of Unix, using the same source code for all of them. Summerfield systematically introduces every core GUI development technique: from dialogs and windows to data handling; from events to printing; and more. Through the book's realistic examples you'll discover a completely new PyQt 4-based programming approach, as well as coverage of many new topics, from PyQt 4's rich text engine to advanced model/view and graphics/view programming. Every key concept is illuminated with realistic, downloadable examples—all tested on Windows, Mac OS X, and Linux with Python 2.5, Qt 4.2, and PyQt 4.2, and on Windows and Linux with Qt 4.3 and PyQt 4.3.

The Android Tablet Developer's Cookbook Jul 29 2022 The *Android Tablet Developer's Cookbook* helps experienced Android developers leverage new Android 4.2.2 features to build compelling applications that take full advantage of tablets' bigger screens, dual-core processors, and larger, faster memory. Tightly focused on Android 4.2.2's tablet-related capabilities, it presents an unparalleled library of easy-to-reuse code for solving real-world problems. Everything's organized in modular, standalone sections to help you quickly find what you're looking for, even when you need to use multiple classes together. Throughout, B.M. Harwani clearly explains how Android tablet apps are unique, how to leverage Android skills and libraries you've already mastered, and how to efficiently integrate tablet APIs and features. From media to NFC, porting phone apps to integrating analytics, this book will help you do it fast and do it right. Coverage includes Providing user control via the system clipboard, notifications, and pending intents Supporting drag and drop for both text and images Displaying navigation and core app functionality via the ActionBar Using widgets to present calendars, number pickers, image stacks, and options lists Delivering powerful graphics via animation and hardware accelerated 2D Recording audio, video, and images Responding to sensors Pairing tablets to other Bluetooth-enabled Android devices or PCs Using Wi-Fi Direct to share media Creating custom home screen widgets Making the most of threads and the AsyncTask class Exchanging data via JSON Displaying and browsing Web content via the WebView widget Creating fragments dynamically at runtime and implementing communication between fragments Porting apps from smartphones to tablets and building new apps for both Supporting older versions of the Android SDK Sharing data and messages via NFC with Android Beam Integrating app analytics and tracking Turn to *The Android Tablet Developer's Cookbook* for proven, expert answers--and the code you need to implement them. It's all you need to jump-start any project and quickly create compelling Android tablet apps that sell!

Learn C Programming Mar 01 2020 Get started with writing simple programs in C while learning the skills that will help you work with practically any programming language Key FeaturesLearn essential C concepts such as variables, data structures, functions, loops, and pointersGet to grips with the core programming aspects that form the base of many modern programming languagesExplore the expressiveness and versatility of the C language with the help of sample programsBook Description C is a powerful general-purpose programming language that is excellent for beginners to learn. This book will introduce you to computer programming and software development using C. If you're an experienced developer, this book will help you to become familiar with the C programming language. This C programming book takes you through basic programming concepts and shows you how to implement them in C. Throughout the book, you'll create and run programs that make use of one or more C concepts, such as program structure with functions, data types, and conditional statements. You'll also see how to use looping and iteration, arrays, pointers, and strings. As you make progress, you'll cover code documentation, testing and validation methods, basic input/output, and how to write complete programs in C. By the end of the book, you'll have developed basic programming skills in C, that you can apply to other programming languages and will develop a solid foundation for you to advance as a programmer. What you will learnUnderstand fundamental programming concepts and implement them in CWrite working programs with an emphasis on code indentation and readabilityBreak existing programs intentionally and learn how to debug codeAdopt good coding practices and develop a clean coding styleExplore general programming concepts that are applicable to more advanced projectsDiscover how you can use building blocks to make more complex and interesting programsUse C Standard Library functions and understand why doing this is desirableWho this book is for This book is written for two very diverse audiences. If you're an absolute beginner who only has basic familiarity with operating a computer, this book will help you learn the most fundamental concepts and practices you need to know to become a successful C programmer. If you're an experienced programmer, you'll find the full range of C syntax as well as common C idioms. You can skim through the explanations and focus primarily on the source code provided.

Practical JSF Project using NetBeans Jun 15 2021 With the entry of many global players and tie-up of Indian finance companies with multinational insurance companies, the Indian insurance sector is making rapid strides. This book provides an insight into the operational policies, practices and issues relating to the insurance business, with the latest trends in this sector. Divided into two parts and containing 21 chapters, the book has contributions from experts in their area of specialization. The first part contains an overview of insurance and its role in the services sector. It also examines the current status of development and future prospects of insurance industry in India, and proceeds to discuss factors affecting selection of life insurance products. The second part deals in details with rural, social and health insurance. It also covers the Gratuity system and Bancassurance. The book is intended as a text for postgraduate students of management (Finance specialization), and finance and professionals who have an interest in the increasingly expanding area.

Cloud Computing Using Windows Azure for Beginners Dec 22 2021 The book addresses newbie developers who don't

have any knowledge about cloud computing or Windows Azure. The reader with small C# programming skills can easily understand how cloud applications are developed, maintained, tested and deployed. It not only explains core storage services provided by Windows Azure but also how to use Windows Azure SQL Database for creating databases, tables and running queries for inserting and fetching information stored in tables. For practical implementation the book also explains how to manage session state - an important concept that plays a major role in web applications

Key Topic Coverage

1. Understanding Cloud Computing and its components
2. Manage core storage services - Table and BLOB.
3. Using Windows Azure SQL database
4. Deploying and managing applications

Benefits this book will provide to its audience:

1. Reader will be able to understand the components of Cloud Architecture and their influence in today's technology
2. Reader will be able to develop cloud applications that access Windows storage services
3. Create, Access and Manage Database tables in Windows Azure SQL Database

About the Author B. M. Harwani is founder and owner of Microchip Computer Education (MCE), based in Ajmer, India, which provides computer education in all programming and Web developing platforms. He graduated with a BE in computer engineering from the University of Pune, and has a C Level (Master's Diploma in Computer Technology) from DOEACC, Government of India. Being involved in the teaching field for more than 19 years, he has developed the art of explaining even the most complicated topics in a straightforward and easily understandable fashion. His latest published books include Foundation Joomla!, jQuery Recipes, Core Data iOS Essentials, Introduction to Python Programming and Developing GUI Applications with PyQT, Android Programming Unleashed and The Android Tablet Developer's Cookbook (Developer's Library). To know more, visit Harwani's blog at <http://bmharwani.com/blog>.

Advanced Android Application Development May 03 2020 Advanced Android™ Application Development, Fourth Edition, is the definitive guide to building robust, commercial-grade Android apps. Systematically revised and updated, this guide brings together powerful, advanced techniques for the entire app development cycle, including design, coding, testing, debugging, and distribution. With the addition of quizzes and exercises in every chapter, it is ideal for both professional and classroom use. An outstanding practical reference for the newest Android APIs, this guide provides in-depth explanations of code utilizing key API features and includes downloadable sample apps for nearly every chapter. Together, they provide a solid foundation for any modern app project. Throughout, the authors draw on decades of in-the-trenches experience as professional mobile developers to provide tips and best practices for highly efficient development. They show you how to break through traditional app boundaries with optional features, including the Android NDK, Google Analytics and Android Wear APIs, and Google Play Game Services. New coverage in this edition includes Integrating Google Cloud Messaging into your apps Utilizing the new Google location and Google Maps Android APIs Leveraging in-app billing from Google Play, as well as third-party providers Getting started with the Android Studio IDE Localizing language and using Google Play App Translation services Extending your app's reach with Lockscreen widgets and DayDreams Leveraging improvements to Notification, Web, SMS, and other APIs Annuzzi has released new source code samples for use with Android Studio. The code updates are posted to the associated blog site:

<http://advancedandroidbook.blogspot.com/> This title is an indispensable resource for intermediate- to advanced-level Java programmers who are now developing for Android, and for seasoned mobile developers who want to make the most of the new Android platform and hardware. This revamped, newly titled edition is a complete update of Android™ Wireless Application Development, Volume II: Advanced Topics, Third Edition.

Hands-On Network Programming with C Apr 01 2020 A comprehensive guide to programming with network sockets, implementing Internet protocols, designing IoT devices, and much more with C

Key Features

- Leverage your C or C++ programming skills to build powerful network applications
- Get to grips with a variety of network protocols that allow you to load web pages, send emails, and do much more
- Write portable network code for operating systems such as Windows, Linux, and macOS

Book Description Network programming, a challenging topic in C, is made easy to understand with a careful exposition of socket programming APIs. This book gets you started with modern network programming in C and the right use of relevant operating system APIs. This book covers core concepts, such as hostname resolution with DNS, that are crucial to the functioning of the modern web. You'll delve into the fundamental network protocols, TCP and UDP. Essential techniques for networking paradigms such as client-server and peer-to-peer models are explained with the help of practical examples. You'll also study HTTP and HTTPS (the protocols responsible for web pages) from both the client and server perspective. To keep up with current trends, you'll apply the concepts covered in this book to gain insights into web programming for IoT. You'll even get to grips with network monitoring and implementing security best practices. By the end of this book, you'll have experience of working with client-server applications, and be able to implement new network programs in C. The code in this book is compatible with the older C99 version as well as the latest C18 and C++17 standards. Special consideration is given to writing robust, reliable, and secure code that is portable across operating systems, including Winsock sockets for Windows and POSIX sockets for Linux and macOS. What you will learn

- Uncover cross-platform socket programming APIs
- Implement techniques for supporting IPv4 and IPv6
- Understand how TCP and UDP connections work over IP
- Discover how hostname resolution and DNS work
- Interface with web APIs using HTTP and HTTPS
- Acquire hands-on experience with Simple Mail Transfer Protocol (SMTP)
- Apply network programming to the Internet of Things (IoT)

Who this book is for If you're a developer or a system administrator who wants to enter the world of network programming, this book is for you. Basic knowledge of C programming is assumed.

Foundation Joomla! Nov 01 2022 Do you want the ability to manage documents, photos, and other content over the Web but don't want to shell out thousands of dollars in proprietary solutions? Want to create an online community for your hobby or user group? You're not alone. For thousands of like-minded around the globe, the answer is Joomla!, an open-source content management system (CMS) used to manage all sorts of data over the Web. While Joomla! is relatively easy to install, a fair amount of knowledge is required in order to configure the application to your specific needs. Foundation Joomla! is an entry developer and user's guide that gets you started with this popular CMS in little or no time.

PhoneGap Build Jan 11 2021 PhoneGap is a standards-based, open-source development framework that can be deployed to any mobile device without losing the features of the native app—allowing for access to device contacts, the local file system, camera, and media on multiple platforms without requiring users to write a single line of code. Ideal for intermediate to advanced users, PhoneGap Build: Developing Cross Platform Mobile Applications in the Cloud offers the comprehensive coverage you need to harness the power of this dynamic tool. It provides complete coverage of the cloud computing platform and the theories behind cloud computing, using a series of engaging examples. The book explains the differences between existing mobile platforms, the different types of browsers they support, and the programming languages and integrated development environment required to develop apps for each of them. It then describes how PhoneGap makes the task of developing cross-platform mobile apps easier. This book will teach you how to use: HTML5, CSS3, and JavaScript to develop apps for devices across various mobile operating systems PhoneGap Build to develop mobile apps in the cloud PhoneGap with Sencha Touch and jQuery Mobile Back end databases to store and retrieve information The text starts with simpler applications and gradually moves toward describing advanced concepts and how to exploit different application programming interfaces and methods. By the time you finish the book, you will learn how to develop feature-rich mobile applications that can run on the cloud to support different platforms. Supplying authoritative guidance and proven best practices for designing cloud-based applications, the book is an ideal reference for cloud system developers, architects, and IT professionals. It is also suitable for use in instructional settings.

Advanced Android Application Development Aug 06 2020 "This book--a renamed new edition of Android Wireless Application Development, Volume II--is the definitive guide to advanced commercial-grade Android development, updated for the latest Android SDK. The book serves as a reference for the Android API."--