

New 2017 W3schools Offline Version

Introduction to E-commerce discusses the foundations and key aspects of E-commerce while focusing on the latest developments in the E-commerce industry. Practical case studies offer a useful reference for dealing with various issues in E-commerce such as latest applications, management techniques, or psychological methods. Dr. Zheng Qin is currently Director of the E-Commerce Institute of Xi'an Jiaotong University.

Learn how to build interactive, data-driven websites—even if you don't have any previous programming experience. If you know how to build static sites with HTML, this popular guide will help you tackle dynamic web programming. You'll get a thorough grounding in today's core open source technologies: PHP, MySQL, JavaScript, and CSS. Explore each technology separately, learn how to combine them, and pick up valuable web programming concepts along the way, including objects, XHTML, cookies, and session management. This book provides review questions in each chapter to help you apply what you've learned. **Learn PHP essentials and the basics of object-oriented programming Master MySQL, from database structure to complex queries Create web pages with PHP and MySQL by integrating forms and other HTML features Learn JavaScript fundamentals, from functions and event handling to accessing the Document Object Model Pick up CSS basics for formatting and styling your web pages Turn your website into a highly dynamic environment with Ajax calls Upload and manipulate files and images, validate user input, and secure your applications Explore a working example that brings all of the ingredients together**

A step-by-step guide to learning Flutter and Dart 2 for creating Android and iOS mobile applications Key FeaturesGet up to speed with the basics of Dart programming and delve into Flutter developmentUnderstand native SDK and third-party libraries for building Android and iOS applications using FlutterPackage and deploy your Flutter apps to achieve native-like performanceBook Description Google Flutter is a cross-platform mobile framework that makes it easy to write high-performance apps for Android and iOS. This book will help you get to grips with the basics of the Flutter framework and the Dart programming language. Starting from setting up your development environment, you'll learn to design the UI and add user input functions. You'll explore the navigator widget to manage app routes and learn to add transitions between screens. The book will even guide you through developing your own plugin and later, you'll discover how to structure good plugin code. Using the Google Places API, you'll also understand how to display a map in the app and add markers and interactions to it. You'll then learn to improve the user experience with features such as map integrations, platform-specific code with native languages, and personalized animation options for designing intuitive UIs. The book follows a practical approach and gives you access to all relevant code files hosted at github.com/PacktPublishing/Flutter-for-Beginners. This will help you access a variety of examples and prepare your own bug-free apps, ready to deploy on the App Store and Google Play Store. By the end of this book, you'll be well-versed with Dart programming and have the skills to develop your own mobile apps or build a career as a Dart and Flutter app developer. What you will learnUnderstand the fundamentals of the Dart programming languageExplore the core concepts of the Flutter UI and how it compiles for multiple platformsDevelop Flutter plugins and widgets and understand how to structure plugin code appropriatelyStyle your Android and iOS apps with widgets and learn the difference between stateful and stateless widgetsAdd animation to your UI using Flutter's AnimatedBuilder componentIntegrate your native code into your Flutter codebase for native app performanceWho this book is for This book is for developers looking to learn Google's revolutionary framework Flutter from scratch. No prior knowledge of Flutter or Dart is required; however, basic knowledge of any programming language will be helpful.

This book constitutes revised selected papers from the 18th International Conference on Enterprise Information Systems, ICEIS 2016, held in Rome, Italy, in April 2016. The 23 papers presented in this volume were carefully reviewed and selected from a total of 257 submissions to ICEIS 2016. The volume also contains one invited talk in full paper length. The papers selected to be included in this book contribute to the understanding of relevant trends of current research on enterprise information systems, including issues with regard to enterprise engineering, heterogeneous systems, security, software engineering, systems integration, business process management, human factors and affective computing, ubiquitous computing, social computing, knowledge management, and artificial intelligence.

Beginning Apache Spark 2

Leveraging the JavaScript Stack

Multimedia

Learning Web Design

An introductory guide to building cross-platform mobile applications with Flutter and Dart 2

Learning PHP, MySQL & JavaScript

Web Development with Node and Express

Today, software engineers need to know not only how to program effectively but also how to develop proper engineering practices to make their codebase sustainable and healthy. This book emphasizes this difference between programming and software engineering. How can software engineers manage a living codebase that evolves and responds to changing requirements and demands over the length of its life? Based on their experience at Google, software engineers Titus Winters and Hyrum Wright, along with technical writer Tom Manshreck, present a candid and insightful look at how some of the world's leading practitioners construct and maintain software. This book covers Google's unique engineering culture, processes, and tools and how these aspects contribute to the effectiveness of an engineering organization. You'll explore three fundamental principles that software organizations should keep in mind when designing, architecting, writing, and maintaining code: How time affects the sustainability of software and how to make your code resilient over time How scale affects the viability of software practices within an engineering organization What trade-offs a typical engineer needs to make when evaluating design and development decisions

This book constitutes the joint refereed proceedings of the 20th International Conference on Next Generation Teletraffic and Wired/Wireless Advanced Networks and Systems, NEW2AN 2020, and the 13th Conference on Internet of Things and Smart Spaces, ruSMART 2020. The conference was held virtually due to the COVID-19 pandemic. The 79 revised full papers presented were carefully reviewed and selected from 225 submissions. The papers of NEW2AN address various aspects of next-generation data networks, with special attention to advanced wireless networking and applications. In particular, they deal with novel and innovative approaches to performance and efficiency analysis of 5G and beyond systems, employed game-theoretical formulations, advanced queuing theory, and stochastic geometry, while also covering the Internet of Things, cyber security, optics, signal processing, as well as business aspects. ruSMART 2020, provides a forum for academic

and industrial researchers to discuss new ideas and trends in the emerging areas.

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

Enhance Windows security and protect your systems and servers from various cyber attacks
Key Features
Protect your device using a zero-trust approach and advanced security techniques
Implement efficient security measures using Microsoft Intune, Configuration Manager, and Azure solutions
Understand how to create cyber-threat defense solutions effectively
Book Description
Are you looking for effective ways to protect Windows-based systems from being compromised by unauthorized users? Mastering Windows Security and Hardening is a detailed guide that helps you gain expertise when implementing efficient security measures and creating robust defense solutions. We will begin with an introduction to Windows security fundamentals, baselining, and the importance of building a baseline for an organization. As you advance, you will learn how to effectively secure and harden your Windows-based system, protect identities, and even manage access. In the concluding chapters, the book will take you through testing, monitoring, and security operations. In addition to this, you'll be equipped with the tools you need to ensure compliance and continuous monitoring through security operations. By the end of this book, you'll have developed a full understanding of the processes and tools involved in securing and hardening your Windows environment. What you will learn
Understand baselining and learn the best practices for building a baseline
Get to grips with identity management and access management on Windows-based systems
Delve into the device administration and remote management of Windows-based systems
Explore security tips to harden your Windows server and keep clients secure
Audit, assess, and test to ensure controls are successfully applied and enforced
Monitor and report activities to stay on top of vulnerabilities
Who this book is for
This book is for system administrators, cybersecurity and technology professionals, solutions architects, or anyone interested in learning how to secure their Windows-based systems. A basic understanding of Windows security concepts, Intune, Configuration Manager, Windows PowerShell, and Microsoft Azure will help you get the best out of this book.

The Definitive Guide

Discrete Mathematics

A Modern Introduction to Programming

7th International Conference, BDA 2019, Ahmedabad, India, December 17-20, 2019, Proceedings

Day One Junos PyEZ Cookbook

Secure and protect your Windows environment from intruders, malware attacks, and other cyber threats

AutoCAD 2020 For Beginners

For courses in web development and design. A Comprehensive, Well-Rounded Intro to Web Development and Design Updated and expanded in this Eighth Edition, Web Development and Design Foundations with HTML5 presents a comprehensive introduction to the development of effective web sites. Intended for beginning web developers, the text relates both the necessary hard skills (such as HTML5, CSS, and JavaScript) and soft skills (design, e-commerce, and promotion strategies) considered fundamental to contemporary web development. An emphasis on hands-on practice guides readers, as the text introduces topics ranging from configuration and layout to accessibility techniques and ethical considerations. The Eighth Edition contains updated coverage of HTML5 and CSS, expanded coverage of designing for mobile devices, and more.

See all the things coding can accomplish
The demand for people with coding know-how exceeds the number of people who understand the languages that power technology. Coding All-in-One For Dummies gives you an ideal place to start when you're ready to add this valuable asset to your professional repertoire. Whether you need to learn how coding works to build a web page or an application or see how coding drives the data revolution, this resource introduces the languages and processes you'll need to know.

Peek inside to quickly learn the basics of simple web languages, then move on to start thinking like a professional coder and using languages that power big applications. Take a look inside for the steps to get started with updating a website, creating the next great mobile app, or exploring the world of data science. Whether you're looking for a complete beginner's guide or a trusted resource for when you encounter problems with coding, there's something for you!

Create code for the web
Get the tools to create a mobile app
Discover languages that power data science
See the future of coding with machine learning tools
With the demand for skilled coders at an all-time high, Coding All-in-One For Dummies is here to propel coding newbies to the ranks of professional programmers.

Angularjs for beginners -Learn angularjs step by step in a day. This is the best book for the beginners to start learning angularjs .

Topics covered in this book
1)Setting Up the AngularJS Environment
2)Using Scope Functions
3)Executing Scope

4)Bracketed Expressions
5)Understanding Dot Notation
6)Controllers and Variable Scope
7)Sharing Data between Multiple Controllers
8)Using the controller as syntax to create controllers
9)Using ng-repeat on Collections
10)Using Display Filters
11)Creating Custom Display Filters
12)use the orderBy and limitTo filters
13)Using Number and json Filters
14)Using Date Filters
15)Examining User Text Input
16)Performing Validation
17)\$http service to GET server data
18)Using the \$http service to POST server data

With DOM Enlightenment, you'll learn how to manipulate HTML more efficiently by scripting the Document Object Model (DOM) without a DOM library. Using code examples in cookbook style, author Cody Lindley (jQuery Cookbook) walks you through modern DOM concepts to demonstrate how various node objects work. Over the past decade, developers have buried the DOM under frameworks that simplify its use. This book brings these tools back into focus, using concepts and code native to modern browsers. If you have JavaScript experience, you'll understand the role jQuery plays in DOM scripting, and learn how to use the DOM directly in applications for mobile devices and specific browsers that require low overhead. Understand JavaScript node objects and their relationship to the DOM
Learn the properties and methods of document, element, text, and DocumentFragment objects
Delve into element node selecting, geometry, and inline styles
Add CSS style sheets to an HTML document and use CSSStyleRule objects
Set up DOM events by using different code patterns
Learn the author's vision for dom.js, a jQuery-inspired DOM Library for modern browsers

A Problem-Solver's Guide to Building Real-World Intelligent Systems

Building Web Apps with JavaScript

An Open Introduction

Essentials of Business Analytics

With Resilient Distributed Datasets, Spark SQL, Structured Streaming and Spark Machine Learning library

PHP Programming with MySQL.

Design, build and simulate complex robots using Robot Operating System and master its out-of-the-box functionalities About This Book Develop complex robotic applications using ROS for interfacing robot manipulators and mobile robots with the help of high end robotic sensors Gain insights into autonomous navigation in mobile robot and motion planning in robot manipulators Discover the best practices and troubleshooting solutions everyone needs when working on ROS Who This Book Is For If you are a robotics enthusiast or researcher who wants to learn more about building robot applications using ROS, this book is for you. In order to learn from this book, you should have a basic knowledge of ROS, GNU/Linux, and C++ programming concepts. The book will also be good for programmers who want to explore the advanced features of ROS. What You Will Learn Create a robot model of a Seven-DOF robotic arm and a differential wheeled mobile robot Work with motion planning of a Seven-DOF arm using MoveIt! Implement autonomous navigation in differential drive robots using SLAM and AMCL packages in ROS Dig deep into the ROS Pluginlib, ROS nodelets, and Gazebo plugins Interface I/O boards such as Arduino, Robot sensors, and High end actuators with ROS Simulation and motion planning of ABB and Universal arm using ROS Industrial Explore the ROS framework using its latest version In Detail The area of robotics is gaining huge momentum among corporate people, researchers, hobbyists, and students. The major challenge in robotics is its controlling software. The Robot Operating System (ROS) is a modular software platform to develop generic robotic applications. This book discusses the advanced concepts in robotics and how to program using ROS. It starts with deep overview of the ROS framework, which will give you a clear idea of how ROS really works. During the course of the book, you will learn how to build models of complex robots, and simulate and interface the robot using the ROS MoveIt motion planning library and ROS navigation stacks. After discussing robot manipulation and navigation in robots, you will get to grips with the interfacing I/O boards, sensors, and actuators of ROS. One of the essential ingredients of robots are vision sensors, and an entire chapter is dedicated to the vision sensor, its interfacing in ROS, and its programming. You will discuss the hardware interfacing and simulation of complex robot to ROS and ROS Industrial (Package used for interfacing industrial robots). Finally, you will get to know the best practices to follow when programming using ROS. Style and approach This is a simplified guide to help you learn and master advanced topics in ROS using hands-on examples.

This book covers the basics of PHP and MySQL along with introductions to advanced topics including object-oriented programming and how to build Web sites that incorporate authentication and security. After you complete this course, you will be able to use PHP and MySQL to build professional quality, database-driven Web sites.

The Java® Tutorial, Fifth Edition, is based on Release 7 of the Java Platform Standard Edition. This revised and updated edition introduces the new features added to the platform, including a section on NIO.2, the new file I/O API, and information on migrating legacy code to the new API. The deployment coverage has also been expanded, with new chapters such as “Doing More with Rich Internet Applications” and “Deployment in Depth,” and a section on the fork/join feature has been added to the chapter on concurrency. Information reflecting Project Coin developments, including the new try-with-resources statement, the ability to catch more than one type of exception with a single exception handler, support for binary literals, and diamond syntax, which results in cleaner generics code, has been added where appropriate. The chapters covering generics, Java Web Start, and applets have also been updated. In addition, if you plan to take one of the Java SE 7 certification exams, this guide can help. A special appendix, “Preparing for Java Programming Language Certification,” lists the three exams available, details the items covered on each exam, and provides cross-references to where more information about each topic appears in the text. All of the material has been thoroughly reviewed by members of Oracle Java engineering to ensure that the information is accurate and up to date.

Takes a tutorial approach towards developing and serving Java applets, offering step-by-step instruction on such areas as motion pictures, animation, applet interactivity, file transfers, sound, and type. Original. (Intermediate).

R Markdown

A Short Course on the Basics

Learning PHP, MySQL, JavaScript, and CSS

Enterprise Information Systems

Practical Machine Learning with Python

Principles, Protocols and Practice

DOM Enlightenment

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 Thoroughly updated for new breakthroughs in multimedia nbsp; The internationally bestselling Multimedia: Making it Work has been fully revised and expanded to cover the latest technological advances in multimedia. You will learn to plan and manage multimedia projects, from dynamic CD-ROMs and DVDs to professional websites. Each chapter includes step-by-step instructions, full-color illustrations and screenshots, self-quizzes, and hands-on projects. nbsp;

AutoCAD is one of the leading CAD software used to create technical drawings. AutoCAD 2020 For Beginners helps you to learn AutoCAD basics using brief explanations and well-directed examples. You will learn the basics of the interface and commands, as well as how to create, edit, dimension, print drawings. - Create drawings with drawing tools - Create and edit complex drawings with the modify tools - Add dimensions and annotations to drawings - Prepare your drawing for printing -

Create and edit 3D models - Learn to create Architectural floor plan If you want to learn AutoCAD quickly and easily, AutoCAD 2020 For Beginners gets you started today. Download the resource files from: <https://autocadforbeginners.weebly.com/>

Master the essential skills needed to recognize and solve complex problems with machine learning and deep learning. Using real-world examples that leverage the popular Python machine learning ecosystem, this book is your perfect companion for learning the art and science of machine learning to become a successful practitioner. The concepts, techniques, tools, frameworks, and methodologies used in this book will teach you how to think, design, build, and execute machine learning systems and projects successfully. **Practical Machine Learning with Python** follows a structured and comprehensive three-tiered approach packed with hands-on examples and code. Part 1 focuses on understanding machine learning concepts and tools. This includes machine learning basics with a broad overview of algorithms, techniques, concepts and applications, followed by a tour of the entire Python machine learning ecosystem. Brief guides for useful machine learning tools, libraries and frameworks are also covered. Part 2 details standard machine learning pipelines, with an emphasis on data processing analysis, feature engineering, and modeling. You will learn how to process, wrangle, summarize and visualize data in its various forms. Feature engineering and selection methodologies will be covered in detail with real-world datasets followed by model building, tuning, interpretation and deployment. Part 3 explores multiple real-world case studies spanning diverse domains and industries like retail, transportation, movies, music, marketing, computer vision and finance. For each case study, you will learn the application of various machine learning techniques and methods. The hands-on examples will help you become familiar with state-of-the-art machine learning tools and techniques and understand what algorithms are best suited for any problem. **Practical Machine Learning with Python** will empower you to start solving your own problems with machine learning today! **What You'll Learn** Execute end-to-end machine learning projects and systems Implement hands-on examples with industry standard, open source, robust machine learning tools and frameworks Review case studies depicting applications of machine learning and deep learning on diverse domains and industries Apply a wide range of machine learning models including regression, classification, and clustering. Understand and apply the latest models and methodologies from deep learning including CNNs, RNNs, LSTMs and transfer learning. **Who This Book Is For** IT professionals, analysts, developers, data scientists, engineers, graduate students

Introduction to E-commerce

Lessons Learned from Programming Over Time

Software Engineering at Google

A Beginner's Guide to HTML, CSS, JavaScript, and Web Graphics

The Internet Literacy Handbook

Authoring Books and Technical Documents with R Markdown

bookdown

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.

Create and publish your own interactive data visualization projects on the web—even if you have little or no experience with data visualization or web development. It's inspiring and fun with this friendly, accessible, and practical hands-on introduction. This fully updated and expanded second edition takes you through the fundamental concepts and methods of D3, the most powerful JavaScript library for expressing data visually in a web browser. Ideal for designers with no coding experience, reporters exploring data journalism, and anyone who wants to visualize and share data, this step-by-step guide will also help you expand your web programming skills by teaching you the basics of HTML, CSS, JavaScript, and SVG. **Learn D3 4.x—the latest D3 version—with downloadable code and over 140 examples** Create bar charts, scatter plots, pie charts, stacked bar charts, and force-directed graphs Use smooth, animated transitions to show changes in your data Introduce interactivity to help users explore your data Create custom geographic maps with panning, zooming, labels, and tooltips Walk through the creation of a complete visualization project, from start to finish Explore inspiring case studies with nine accomplished designers talking about their D3-based projects

This book constitutes the refereed proceedings of the 7th International Conference on Big Data analytics, BDA 2019, held in Ahmedabad, India, in December 2019. The 25 papers presented in this volume were carefully reviewed and selected from 53 submissions. The papers are organized in topical sections named: big data analytics: vision and perspectives; search and information extraction; predictive analytics in medical and agricultural domains; graph analytics; pattern mining; and machine learning.

Learn the fundamentals of PowerShell to build reusable scripts and functions to automate administrative tasks

with Windows About This Book Harness the capabilities of the PowerShell system to get started quickly with server automation Learn to package commands into a reusable script and add control structures and parameters to make them flexible Get to grips with cmdlets that allow you to perform administration tasks efficiently Who This Book Is For This book is intended for Windows administrators or DevOps users who need to use PowerShell to automate tasks. Whether you know nothing about PowerShell or know just enough to get by, this guide will give you what you need to go to take your scripting to the next level. What You Will Learn Learn to verify your installed version of PowerShell, upgrade it, and start a PowerShell session using the ISE Discover PowerShell commands and cmdlets and understand PowerShell formatting Use the PowerShell help system to understand what particular cmdlets do Utilise the pipeline to perform typical data manipulation Package your code in scripts, functions, and modules Solve common problems using basic file input/output functions Find system information with WMI and CIM Automate IIS functionality and manage it using the WebAdministration module In Detail Windows PowerShell is a task-based command-line shell and scripting language designed specifically for system administration. Built on the .NET Framework, Windows PowerShell helps IT professionals and power users control and automate the administration of the Windows operating system and applications that run on Windows. PowerShell is great for batch importing or deleting large sets of user accounts and will let you collect a massive amount of detailed system information in bulk via WMI (Windows Management Instrumentation). Getting Started with PowerShell is designed to help you get up and running with PowerShell, taking you from the basics of installation, to writing scripts and web server automation. This book, as an introduction to the central topics of PowerShell, covers finding and understanding PowerShell commands and packaging code for reusability, right through to a practical example of automating IIS. It also includes topics such as installation and setup, creating scripts, automating tasks, and using Powershell to access data stores, registry, and file systems. You will explore the PowerShell environment and discover how to use cmdlets, functions, and scripts to automate Windows systems. Along the way, you will learn to perform data manipulation and solve common problems using basic file input/output functions. By the end of this book, you will be familiar with PowerShell and be able to utilize the lessons learned from the book to automate your servers. Style and approach A practical learning guide, complete with plenty of activities, examples and screenshots.

The C++ Programming Language

Learn HTML and CSS with w3Schools

Exploring JavaScript and the Modern DOM

Coding All-in-One For Dummies

Eloquent JavaScript

20th International Conference, NEW2AN 2020, and 13th Conference, ruSMART 2020, St. Petersburg, Russia,

August 26-28, 2020, Proceedings, Part II

Mastering ROS for Robotics Programming

Over the past decade, Internet technology, now merging into that of mobile technology, has transformed the multiple facets of life in society across the world, changing work and leisure patterns, and placing greater demands on us as active, democratic citizens. The Internet literacy handbook, intended for parents, teachers and young people throughout Europe, is a guide to exploiting to the fullest this complex network of information and communication. The handbook is comprised of 21 fact sheets, each covering a particular topic on Internet use, from searching for information to setting up blogs through to e-shopping and e-citizenship. These fact sheets offer teachers and parents sufficient technical know-how to allow them to share young people's and children's voyages through communication technology. They highlight ethical and safety considerations, give insight into added value in education, provide ideas for constructive activities in class or at home, share best practice in Internet use, and provide a wealth of definitions and links to sites that give practical examples and further in-depth information.

A fast, simple tutorial from the leading Web developer instruction site W3Schools.com is the number one online education source for beginning Web developers. This book packages W3Schools content in an attractive two-color design that gets beginning Web developers and designers up and running with the core Web development technologies. To-the-point tutorials with clear examples and simple explanations give novices the knowledge they need to get going with confidence. W3Schools is the top Google search result for instruction on HTML, CSS, and other key Web technologies; this book presents W3Schools tutorials in an easy-to-follow format for quick learning Features a thorough reference section for easy review of such items as lists of tags, attributes, and symbols Covers elements and attributes, headings and paragraphs, formatting and styles, links and images, tables, lists, forms, colors, fonts, frames, entities, head and meta, style sheets, style tags, and more Designed to get beginning Web developers up and running as quickly as possible, Learn HTML and CSS with W3Schools presents a proven, highly focused course of instruction in an easy-to-use format.

bookdown: Authoring Books and Technical Documents with R Markdown presents a much easier way to write books and technical publications than traditional tools such as LaTeX and Word. The bookdown package inherits the simplicity of syntax and flexibility for data analysis from R Markdown, and extends R Markdown for technical writing, so that you can make better use of document elements such as figures, tables, equations, theorems, citations, and references. Similar to LaTeX, you can number and cross-reference these elements with bookdown. Your document can even include live examples so readers can interact with them while reading the book. The book can be rendered to multiple output formats, including LaTeX/PDF, HTML, EPUB, and Word, thus making it easy to put your documents online. The style and theme of these output formats can be customized. We used books and R primarily for examples in this book, but bookdown is not only for books or R. Most features introduced in this book also apply to other types of publications: journal papers, reports, dissertations, course handouts, study notes, and even novels. You do not have to use R, either. Other choices of computing languages include Python, C, C++, SQL, Bash, Stan, JavaScript, and so on, although R is best supported. You can also leave out computing, for example, to write a fiction. This book itself is an example of publishing with bookdown and R Markdown, and its source is fully available on GitHub.

For all the buzz about trendy IT techniques, data processing is still at the core of our systems, especially now that enterprises all over the world are confronted with exploding volumes of data. Database performance has become a major headache, and most IT departments believe that developers should provide simple SQL code to solve immediate problems and let DBAs tune any bad

SQL later. In *The Art of SQL*, author and SQL expert Stephane Faroult argues that this safe approach only leads to disaster. His insightful book, named after *Art of War* by Sun Tzu, contends that writing quick inefficient code is sweeping the dirt under the rug. SQL code may run for 5 to 10 years, surviving several major releases of the database management system and on several generations of hardware. The code must be fast and sound from the start, and that requires a firm understanding of SQL and relational theory. *The Art of SQL* offers best practices that teach experienced SQL users to focus on strategy rather than specifics. Faroult's approach takes a page from Sun Tzu's classic treatise by viewing database design as a military campaign. You need knowledge, skills, and talent. Talent can't be taught, but every strategist from Sun Tzu to modern-day generals believed that it can be nurtured through the experience of others. They passed on their experience acquired in the field through basic principles that served as guiding stars amid the sound and fury of battle. This is what Faroult does with SQL. Like a successful battle plan, good architectural choices are based on contingencies. What if the volume of this or that table increases unexpectedly? What if, following a merger, the number of users doubles? What if you want to keep several years of data online? Faroult's way of looking at SQL performance may be unconventional and unique, but he's deadly serious about writing good SQL and using SQL well. *The Art of SQL* is not a cookbook, listing problems and giving recipes. The aim is to get you-and your manager-to raise good questions.

Internet of Things, Smart Spaces, and Next Generation Networks and Systems

Mastering Windows Security and Hardening

Interactive Data Visualization for the Web

A Step-by-Step Guide to Creating Dynamic Websites

Computer Networking

Head First HTML5 Programming

Business Intelligence and Data Warehouse Automation

HTML has been on a wild ride. Sure, HTML started as a mere markup language, but more recently HTML's put on some major muscle. Now we've got a language tuned for building web applications with Web storage, 2D drawing, offline support, sockets and threads, and more. And to speak this language you've got to go beyond HTML5 markup and into the world of the DOM, events, and JavaScript APIs. Now you probably already know all about HTML markup (otherwise known as structure) and you know all about CSS style (presentation), but what you've been missing is JavaScript (behavior). If all you know about are structure and presentation, you can create some great looking pages, but they're still just pages. When you add behavior with JavaScript, you can create an interactive experience; even better, you can create full blown web applications. *Head First HTML5 Programming* is your ultimate tour guide to creating web applications with HTML5 and JavaScript, and we give you everything you need to know to build them, including: how to add interactivity to your pages, how to communicate with the world of Web services, and how to use the great new APIs being developed for HTML5. Here are just some of the things you'll learn in *Head First HTML5 Programming*: Learn how to make your pages truly interactive by using the power of the DOM. Finally understand how JavaScript works and take yourself from novice to well-informed in just a few chapters. Learn how JavaScript APIs fit into the HTML5 ecosystem, and how to use any API in your web pages. Use the Geolocation API to know where your users are. Bring out your inner artist with Canvas, HTML5's new 2D drawing surface. Go beyond just plugging a video into your pages, and create custom video experiences. Learn the secret to grabbing five megabytes of storage in every user's browser. Improve your page's responsiveness and performance with Web workers. And much more.

Develop applications for the big data landscape with Spark and Hadoop. This book also explains the role of Spark in developing scalable machine learning and analytics applications with Cloud technologies. *Beginning Apache Spark 2* gives you an introduction to Apache Spark and shows you how to work with it. Along the way, you'll discover resilient distributed datasets (RDDs); use Spark SQL for structured data; and learn stream processing and build real-time applications with Spark Structured Streaming. Furthermore, you'll learn the fundamentals of Spark ML for machine learning and much more. After you read this book, you will have the fundamentals to become proficient in using Apache Spark and know when and how to apply it to your big data applications. What You Will Learn Understand Spark unified data processing platform How to run Spark in Spark Shell or Databricks Use and manipulate RDDs Deal with structured data using Spark SQL through its operations and advanced functions Build real-time applications using Spark Structured Streaming Develop intelligent applications with the Spark Machine Learning library Who This Book Is For Programmers and developers active in big data, Hadoop, and Java but who are new to the Apache Spark platform.

Learn how to build dynamic web applications with Express, a key component of the Node/JavaScript development stack. In this hands-on guide, author Ethan Brown teaches you the fundamentals through the development of a fictional application that exposes a public website and a RESTful API. You'll also learn web architecture best practices to help you build single-page, multi-page, and hybrid web apps with Express. Express strikes a balance between a robust framework and no framework at all, allowing you a free hand in your architecture choices. With this book, frontend and backend engineers familiar with JavaScript will discover new ways of looking at web development. Create webpage templating system for rendering dynamic data Dive into request and response objects, middleware, and URL routing Simulate a production environment for testing and development Focus on persistence with document databases, particularly MongoDB Make your resources available to other programs with RESTful APIs Build secure apps with authentication, authorization, and HTTPS Integrate with social media, geolocation, and other third-party services Implement a plan for launching and maintaining your app Learn critical debugging skills This book covers Express 4.0.

Learn Business Intelligence Markup Language (Biml) for automating much of the repetitive, manual labor involved in data integration. We teach you how to build frameworks and use advanced Biml features to get more out of SQL Server Integration Services (SSIS), Transact-SQL (T-SQL), and SQL Server Analysis Services (SSAS) than you ever thought possible. The first part of the book starts with the basics—getting your development environment configured, Biml syntax, and scripting essentials. Whether a beginner or a seasoned Biml expert, the next part of the book guides you through the process of using Biml to build a framework that captures both your design patterns and execution management. Design patterns are reusable code blocks that standardize the approach you use to perform certain types of data integration, logging, and other key data functions. Design patterns solve common problems encountered when developing data integration solutions. Because you do not have to build the code from scratch each time, design patterns improve your efficiency as a Biml developer. In addition to leveraging design patterns in your framework, you will learn how to build a robust metadata store and how to package your framework into Biml bundles for deployment within your enterprise. In the

last part of the book, we teach you more advanced Biml features and capabilities, such as SSAS development, T-SQL recipes, documentation autogeneration, and Biml troubleshooting. The Biml Book: Provides practical and applicable examples Teaches you how to use Biml to reduce development time while improving quality Takes you through solutions to common data integration and BI challenges What You'll Learn Master the basics of Business Intelligence Markup Language (Biml) Study patterns for automating SSIS package generation Build a Biml Framework Import and transform database schemas Automate generation of scripts and projects Who This Book Is For BI developers wishing to quickly locate previously tested solutions, Microsoft BI specialists, those seeking more information about solution automation and code generation, and practitioners of Data Integration Lifecycle Management (DILM) in the DevOps enterprise Making it Work

Angularjs for Beginners - Learn Angularjs Step by Step in a Day

18th International Conference, ICEIS 2016, Rome, Italy, April 25–28, 2016, Revised Selected Papers

A Complete Guide to Programming in C++

The Biml Book

Techniques, Practices, and Patterns for Building and Maintaining Effective Software Projects

Big Data Analytics

Original textbook (c) October 31, 2011 by Olivier Bonaventure, is licensed under a Creative Commons Attribution (CC BY) license made possible by funding from The Saylor Foundation's Open Textbook Challenge in order to be incorporated into Saylor's collection of open courses available at: <http://www.saylor.org>. Free PDF 282 pages at <https://www.textbookequity.org/bonaventure-computer-networking-principles-protocols-and-practice/> This open textbook aims to fill the gap between the open-source implementations and the open-source network specifications by providing a detailed but pedagogical description of the key principles that guide the operation of the Internet. 1 Preface 2 Introduction 3 The application Layer 4 The transport layer 5 The network layer 6 The datalink layer and the Local Area Networks 7 Glossary 8 Bibliography

Rely on this robust and thorough guide to build and maintain successful test automation. As the software industry shifts from traditional waterfall paradigms into more agile ones, test automation becomes a highly important tool that allows your development teams to deliver software at an ever-increasing pace without compromising quality. Even though it may seem trivial to automate the repetitive tester's work, using test automation efficiently and properly is not trivial. Many test automation endeavors end up in the "graveyard" of software projects. There are many things that affect the value of test automation, and also its costs. This book aims to cover all of these aspects in great detail so you can make decisions to create the best test automation solution that will not only help your test automation project to succeed, but also allow the entire software project to thrive. One of the most important details that affects the success of the test automation is how easy it is to maintain the automated tests. Complete Guide to Test Automation provides a detailed hands-on guide for writing highly maintainable test code. What You'll Learn Know the real value to be expected from test automation Discover the key traits that will make your test automation project succeed Be aware of the different considerations to take into account when planning automated tests vs. manual tests Determine who should implement the tests and the implications of this decision Architect the test project and fit it to the architecture of the tested application Design and implement highly reliable automated tests Begin gaining value from test automation earlier Integrate test automation into the business processes of the development teamLeverage test automation to improve your organization's performance and quality, even without formal authority Understand how different types of automated tests will fit into your testing strategy, including unit testing, load and performance testing, visual testing, and more Who This Book Is For Those involved with software development such as test automation leads, QA managers, test automation developers, and development managers. Some parts of the book assume hands-on experience in writing code in an object-oriented language (mainly C# or Java), although most of the content is also relevant for nonprogrammers.

R Markdown: The Definitive Guide is the first official book authored by the core R Markdown developers that provides a comprehensive and accurate reference to the R Markdown ecosystem. With R Markdown, you can easily create reproducible data analysis reports, presentations, dashboards, interactive applications, books, dissertations, websites, and journal articles, while enjoying the simplicity of Markdown and the great power of R and other languages. In this book, you will learn Basics: Syntax of Markdown and R code chunks, how to generate figures and tables, and how to use other computing languages Built-in output formats of R Markdown:

PDF/HTML/Word/RTF/Markdown documents and ioslides/Slidy/Beamer/PowerPoint presentations Extensions and applications: Dashboards, Tufte handouts, xaringan/reveal.js presentations, websites, books, journal articles, and interactive tutorials Advanced topics: Parameterized reports, HTML widgets, document templates, custom output formats, and Shiny documents. Yihui Xie is a software engineer at RStudio. He has authored and co-authored several R packages, including knitr, rmarkdown, bookdown, blogdown, shiny, xaringan, and animation. He has published three other books, Dynamic Documents with R and knitr, bookdown: Authoring Books and Technical Documents with R Markdown, and blogdown: Creating Websites with R Markdown. J.J. Allaire is the founder of RStudio and the creator of the RStudio IDE. He is an author of several packages in the R Markdown ecosystem including rmarkdown, flexdashboard, learnr, and radix. Garrett Golemund is the co-author of R for Data Science and author of Hands-On Programming with R. He wrote the lubridate R package and works for RStudio as an advocate who trains engineers to do data science with R and the Tidyverse.

Teach Yourself Java for Macintosh in 21 Days Hayden

Getting Started with PowerShell

The Art of SQL

Flutter for Beginners

*An Introduction to Designing with
Teach Yourself Java for Macintosh in 21 Days
Web Development and Design Foundations with Html5
The Java Tutorial*

Note: This is the 3rd edition. If you need the 2nd edition for a course you are taking, it can be found as a "other format" on amazon, or by searching its isbn: 1534970746 This gentle introduction to discrete mathematics is written for first and second year math majors, especially those who intend to teach. The text began as a set of lecture notes for the discrete mathematics course at the University of Northern Colorado. This course serves both as an introduction to topics in discrete math and as the "introduction to proof" course for math majors. The course is usually taught with a large amount of student inquiry, and this text is written to help facilitate this. Four main topics are covered: counting, sequences, logic, and graph theory. Along the way proofs are introduced, including proofs by contradiction, proofs by induction, and combinatorial proofs. The book contains over 470 exercises, including 275 with solutions and over 100 with hints. There are also Investigate! activities throughout the text to support active, inquiry based learning. While there are many fine discrete math textbooks available, this text has the following advantages: It is written to be used in an inquiry rich course. It is written to be used in a course for future math teachers. It is open source, with low cost print editions and free electronic editions. This third edition brings improved exposition, a new section on trees, and a bunch of new and improved exercises. For a complete list of changes, and to view the free electronic version of the text, visit the book's website at discrete.openmathbooks.org

Build interactive, data-driven websites with the potent combination of open source technologies and web standards, even if you have only basic HTML knowledge. In this update to this popular hands-on guide, you'll tackle dynamic web programming with the latest versions of today's core technologies: PHP, MySQL, JavaScript, CSS, HTML5, and key jQuery libraries. Web designers will learn how to use these technologies together and pick up valuable web programming practices along the way—including how to optimize websites for mobile devices. At the end of the book, you'll put everything together to build a fully functional social networking site suitable for both desktop and mobile browsers. Explore MySQL, from database structure to complex queries Use the MySQLi extension, PHP's improved MySQL interface Create dynamic PHP web pages that tailor themselves to the user Manage cookies and sessions and maintain a high level of security Enhance the JavaScript language with jQuery and jQuery mobile libraries Use Ajax calls for background browser-server communication Style your web pages by acquiring CSS2 and CSS3 skills Implement HTML5 features, including geolocation, audio, video, and the canvas element Reformat your websites into mobile web apps

This comprehensive edited volume is the first of its kind, designed to serve as a textbook for long-duration business analytics programs. It can also be used as a guide to the field by practitioners. The book has contributions from experts in top universities and industry. The editors have taken extreme care to ensure continuity across the chapters. The material is organized into three parts: A) Tools, B) Models and C) Applications. In Part A, the tools used by business analysts are described in detail. In Part B, these tools are applied to construct models used to solve business problems. Part C contains detailed applications in various functional areas of business and several case studies. Supporting material can be found in the appendices that develop the pre-requisites for the main text. Every chapter has a business orientation. Typically, each chapter begins with the description of business problems that are transformed into data questions; and methodology is developed to solve these questions. Data analysis is conducted using widely used software, the output and results are clearly explained at each stage of development. These are finally transformed into a business solution. The companion website provides examples, data sets and sample code for each chapter.

Complete Guide to Test Automation

An Introduction to the Methodology and its Applications

With jQuery, CSS & HTML5