

## Quick Guide Eclipse

Get started with JavaFX Develop and deploy interactive client applications in no time with help from this practical tutorial from Oracle Press. With a focus on working in NetBeans IDE, Quick Start Guide to JavaFX explains how to use JavaFX layouts, draw shapes, use coloring and gradient tools, load images, apply effects and transformations, include animation, and embed media. You'll also get details on using JavaFX events, subclassing existing nodes, creating custom nodes, working with WebView, and styling your applications with CSS. Designed for easy learning, the book features: Key Skills & Concepts -- Chapter-opening lists of specific skills covered in the chapter Ask the Expert -- Q&A sections filled with bonus information and helpful tips Try This -- Hands-on exercises that show you how to apply your skills Notes -- Extra information related to the topic being covered Tips -- Helpful reminders or alternate ways of doing things Cautions -- Errors and pitfalls to avoid Annotated Syntax -- Example code with commentary that describes the programming techniques being illustrated Self-tests -- Chapter-ending quizzes to reinforce your skills JUnit, created by Kent Beck and Erich Gamma, is an open source framework for test-driven development in any Java-based code. JUnit automates unit testing and reduces the effort required to frequently test code while developing it. While there are lots of bits of documentation all over the place, there isn't a go-to-manual that serves as a quick reference for JUnit. This Pocket Guide meets the need, bringing together all the bits of hard to remember information, syntax, and rules for working with JUnit, as well as delivering the insight and sage advice that can only come from a technology's creator. Any programmer who has written, or is writing, Java Code will find this book valuable. Specifically it will appeal to programmers and developers of any level that use JUnit to do their unit testing in test-driven development under agile methodologies such as Extreme Programming (XP) [another Beck creation]. Explains how to customize the Java integrated development environment, covering navigation, terminology, extension, the plug-in architecture, and frameworks.

Eclipse IDE Pocket GuideUsing the Full-Featured IDE"O'Reilly Media, Inc." Java EE 6 Pocket Guide Phpeclipse Leverage popular machine learning algorithms and techniques and implement them in Scala The Android Developer's Collection (Collection) Learn how to build and deploy serverless applications on AWS

The Definitive Resource Discover techniques and tools for building serverless applications with AWS Lambda Key Features Learn to write, run, and deploy Lambda functions in the AWS cloud Make the most of AWS Lambda functions to build scalable and cost-efficient systems A practical guide to developing serverless services and applications in Node.js, Java, Python, and C# Book Description AWS Lambda is a part of AWS that lets you run your code without provisioning or managing servers. This enables you to deploy applications and backend services that operate with no upfront cost. This book gets you up to speed on how to build scalable systems and deploy serverless applications with AWS Lambda. The book starts with the fundamental concepts of AWS Lambda, and then teaches you how to combine your applications with other AWS services, such as AmazonAPI Gateway and DynamoDB. This book will also give a quick walk through on how to use the Serverless Framework to build larger applications that can structure code or autogenerate boilerplate code that can be used to get started quickly for increased productivity. Toward the end of the book, you will learn how to write, run, and test Lambda functions using Node.js, Java, Python, and C#. What you will learn Understand the fundamental concepts of AWS Lambda Get to grips with the Serverless Framework and how to create a serverless project Testing and debugging Lambda functions Create a stateful, serverless backend with DynamoDB Program AWS Lambda with Java, Python, and C# Program a lambda function with Node.js Who this book is for This book is primarily for IT architects and developers who want to build scalable systems and deploy serverless applications with AWS Lambda. No prior knowledge of AWS is necessary. This concise reference book for Android Studio 3 presents the essential Android Studio functions in a well-organized format that can be used as a handy reference. It will quickly demonstrate the usage of the Android Studio IDE to build an Android mobile app step by step. You won't find any technical jargon, bloated samples, drawn out history lessons, or witty stories in this book. What you will find is a reference that is concise, to the point and highly accessible. The Android Studio IDE Quick Reference is packed with useful information and is a must-have for any mobile or Android app developer or programmer. What You Will LearnDiscover the workflow basics in Android Studio 3Make tasks efficient with keyboard shortcuts Carry out unit testing in Android Studio 3Use time-saving techniques such as templatesMaster debugging basicsConfigure your project using GradleUse the profiler to monitor app performance Who This Book Is For Those who already know how to build applications in Android using Java. This book will serve as a handy and quick reference on how to get things done in Android Studio 3. This IBM® Redbooks® publication demonstrates and documents that IBM Power Systems™ high-performance computing and technical computing solutions deliver faster time to value with powerful solutions. Configurable into highly scalable Linux clusters, Power Systems offer extreme performance for demanding workloads such as genomics, finance, computational chemistry, oil and gas exploration, and high-performance data analytics. This book delivers a high-performance computing solution implemented on the IBM Power System S822LC. The solution delivers high application performance and throughput based on its built-for-big-data architecture that incorporates IBM POWER8® processors, tightly coupled Field Programmable Gate Arrays (FPGAs) and accelerators, and faster I/O by using Coherent Accelerator Processor Interface (CAPI). This solution is ideal for clients that need more processing power while simultaneously increasing workload density and reducing datacenter floor space requirements. The Power S822LC offers a modular design to scale from a single rack to hundreds, simplicity of ordering, and a strong innovation roadmap for graphics processing units (GPUs). This publication is targeted toward technical professionals (consultants, technical support staff, IT Architects, and IT Specialists) responsible for delivering cost effective high-performance computing (HPC) solutions that help uncover insights from their data so they can optimize business results, product development, and scientific discoveries

This IBM® Redbooks® publication documents and addresses topics to provide step-by-step customizable application and programming solutions to tune application and workloads to use IBM Power Systems™ hardware architecture. This publication explores, tests, and documents the solution to use the architectural technologies and the software solutions that are available from IBM to help solve challenging technical and business problems. This publication also demonstrates and documents that the combination of IBM high-performance computing (HPC) solutions (hardware and software) delivers significant value to technical computing clients who are in need of cost-effective, highly scalable, and robust solutions. First, the book provides a high-level overview of the HPC solution, including all of the components that makes the HPC cluster: IBM Power System S822LC (8335-GTB), software components, interconnect switches, and the IBM Spectrum™ Scale parallel file system. Then, the publication is divided in three parts: Part 1 focuses on the developers, Part 2 focuses on the administrators, and Part 3 focuses on the evaluators and planners of the solution. The IBM Redbooks publication is targeted toward technical professionals (consultants, technical support staff, IT Architects, and IT Specialists) who are responsible for delivering cost-effective HPC solutions that help uncover insights from vast amounts of client's data so they can optimize business results, product development, and scientific discoveries.

The NexStar User's Guide A Pocket Guide to Android Studio Development The definite guide Tools and Techniques for Building with Embedded Linux Quick Look-up and Advice Apache Ignite Quick Start Guide Exploring BeagleBone

The Android Developer's Collection includes two highly successful Android application development eBooks: " The Android Developer's Cookbook: Building Applications with the Android SDK " "Android Wireless Application Development," Second Edition This collection is an indispensable resource for every member of the Android development team: software developers with all levels of mobile experience, team leaders and project managers, testers and QA specialists, software architects, and even marketers. Completely up-to-date to reflect the newest and most widely used Android SDKs, "The Android Developer's Cookbook "is the essential resource for developers building apps for any Android device, from phones to tablets. Proven, modular recipes take you from the absolute basics to advanced location-based services, security techniques, and performance optimization. You'll learn how to write apps from scratch, ensure interoperability, choose the best solutions for common problems, and avoid development pitfalls. "Android Wireless Application Development, " Second Edition, delivers all the up-to-date information, tested code, and best practices you need to create and market successful mobile apps with the latest versions of Android. Drawing on their extensive experience with mobile and wireless development, Lauren Darcey and Shane Conder cover every step: concept, design, coding, testing, packaging, and delivery. Every chapter of this edition has been updated for the newest Android SDKs, tools, utilities, and hardware. All sample code has been overhauled and tested on leading devices from multiple companies, including HTC, Motorola, and ARCHOS. Many new examples have been added, including complete new applications. In this collection, coverage includes implementing threads, services, receivers, and other background tasks Providing user alerts Organizing user interface layouts and views Managing user-initiated events such as touches and gestures Recording and playing audio and video Using hardware APIs available on Android devices Interacting with other devices via SMS, Web browsing, and social networking Storing data efficiently with SQLite and its alternatives Accessing location data via GPS Using location-related services such as the Google Maps API Building faster applications with native code Providing backup and restore with the Android Backup Manager Testing and debugging apps throughout the development cycle Using Web APIs, using the Android NDK, extending application reach, managing users, synchronizing data, managing backups, and handling advanced user input Editing Android manifest files, registering content providers, and designing and testing apps Working with Bluetooth, voice recognition, App Widgets, live folders, and global search Programming 3D graphics with OpenGL ES 2.0

Praise for Software Test Engineering with IBM Rational Functional Tester The Indispensable Resource for Automated Testing Automated software testing has become a critical exercise, especially for developers utilizing iterative and agile methods. However, to achieve the full benefits of automated testing, teams need a deep understanding of both its principles and their testing tools. If you're among the thousands of developers using IBM Rational Functional Tester (RFT), this book brings together all the insight, examples, and real-world solutions you need to succeed. Eight leading IBM testing experts thoroughly introduce this state-of-the-art product, covering issues ranging from building test environments through executing the most complex and powerful tests. Drawing on decades of experience with IBM Rational testing products, they address both technical and nontechnical challenges and present everything from best practices to reusable code. Coverage Includes Integrating IBM RFT into your development processes Building highly efficient test environments, test harnesses, and test scripts Using RFT Visual Editor to extend testing automation to novice users Mastering basic scripting techniques, from data capture to script synchronization Managing script data using RFT Datapools Efficiently debugging scripts using Eclipse™ or Visual Studio® Managing execution flow: playback settings, logic, error handling, and more Handling domains that are not supported by RFT Using advanced techniques, such as mouse delays and custom verification pointsTesting specialized software, including mainframe, SAP, Siebel, and Adobe® Flex® applications Extending RFT with external libraries Developing RFT support for third-party Java™ or .NET controls Using RFT in both Linux® and Windows® environments Configuring internationalized testing within the RFT framework

As the love triangle heats up in the third book, Bella must choose between her friendship with Jacob and her romance with Edward -- and her decision could change the fate of vampires and werewolves forever. As Seattle is ravaged by a string of mysterious killings and a malicious vampire continues her quest for revenge, Bella once again finds herself surrounded by danger. In the midst of it all, she is forced to choose between her love for Edward and her friendship with Jacob -- knowing that her decision has the potential to ignite the ageless struggle between vampire and werewolf. With her graduation quickly approaching, Bella has one more decision to make: life or death. But which is which? It's here! #1 bestselling author Stephenie Meyer makes a triumphant return to the world of Twilight with the highly anticipated companion, Midnight Sun: the iconic love story of Bella and Edward told from the vampire's point of view. "People do not want to just read Meyer's books; they want to climb inside them and live there." -- Time "A literary phenomenon." -- The New York Times

The eclipse is viewed as part of a sequence. Its initial influences are described along with the meanings of the solar & lunar eclipses in the signs & houses, & their aspects to the planets. The author covers the meaning of the Moon's Nodes & the importance of the eclipses when falling on any of the four angles. Her delineation techniques are clearly explained.

WEFAX User's Guide POWER8 High-performance Computing Guide IBM Power System S822LC (8335-GTB) Edition Eclipse Interpretation Manual Eclipse 3 Live Distributed data caching and processing made easy A Developer's Guide The Definitive Reference

*The complete, start-to-finish guide to Android development -- from concept to market -- completely updated for the latest Android SDK! ••At least one market research firm has predicted that by 2012 there will be more Android phones than iPhones. •Covers application design, development, debugging, packaging, distribution, and much more. •Includes invaluable real-world tips from experienced mobile developers. •This book covers multiple Android SDK versions, which is how developers must work with Android. Android is rapidly gaining traction as an exciting alternative to Apple's iPhone platform, and thousands of developers are eagerly seeking the information they need to begin creating Android applications. Drawing on their experience in mobile and wireless software development, the authors walk through the entire process of developing successful Android applications, from concept through coding, testing through distribution. The only book developers will need, Android Wireless Application Development 2/e is the comprehensive resource for developers who are new to Android - or to wireless development in general. Conder and Darcey cover: ••Mastering the Android development environment. •Understanding the entire Android application lifecycle. •Building effective user interfaces. •Using Android's APIs for networking, location-based services, data, storage, multimedia, telephony, graphics, and more •Working with Android's optional hardware-specific APIs •Designing more effective applications using Notifications and Services •Developing and testing bulletproof Android applications The book also provides valuable appendices on Android's Emulator, DDMS, Debug Bridge, and SQLite database, as well as a convenient glossary that demystifies the terminology of mobile development. The new edition of this classic O'Reilly reference provides clear, detailed explanations of every feature in the C language and runtime library, including multithreading, type-generic macros, and library functions that are new in the 2011 C standard (C11). If you want to understand the effects of an unfamiliar function, and how the standard library requires it to behave, you'll find it here, along with a typical example. Ideal for experienced C and C++ programmers, this book also includes popular tools in the GNU software collection. You'll learn how to build C programs with GNU Make, compile executable programs from C source code, and test and debug your programs with the GNU debugger. In three sections, this authoritative book covers: C language concepts and language elements, with separate chapters on types, statements, pointers, memory management, I/O, and more The C standard library, including an overview of standard headers and a detailed function reference Basic C programming tools in the GNU software collection, with instructions on how use them with the Eclipse IDE*

*Eclipse is the world's most popular IDE for Java development. And although there are plenty of large tomes that cover all the nooks and crannies of Eclipse, what you really need is a quick, handy guide to the features that are used over and over again in Java programming. You need answers to basic questions such as: Where was that menu? What does that command do again? And how can I set my classpath on a per-project basis? This practical pocket guide gets you up to speed quickly with Eclipse. It covers basic concepts, including Views and editors, as well as features that are not commonly understood, such as Perspectives and Launch Configurations. You'll learn how to write and debug your Java code--and how to integrate that code with tools such as Ant and JUnit. You'll also get a toolbox full of tips and tricks to handle common--and sometimes unexpected--tasks that you'll run across in your Java development cycle. Additionally, the Eclipse IDE Pocket Guide has a thorough appendix detailing all of Eclipse's important views, menus, and commands. The Eclipse IDE Pocket Guide is just the resource you need for using Eclipse, whether it's on a daily, weekly, or monthly basis. Put it in your back pocket, or just throw it in your backpack. With this guide in hand, you're ready to tackle the Eclipse programming environment.*

*Explore IoT Architecture, Design, and its Implementation KEY FEATURES ? Comprehensive overview of frameworks, protocols, networks, security, and privacy of IoT. ? Covers innovative IoT use cases and industry-wide application areas. ? Includes case studies to demonstrate IoT principles and practices. DESCRIPTION Internet of Things (IoT) A Quick Start Guide explains the architecture, design, and implementation of IoT. The book charts a path where none exists and introduces readers to the ethical and responsible development of IoT solutions. The book begins with the history of IoT, followed by chapters on architectures, networks, and protocols in both software and hardware. The book reveals the next level of IoT framework knowledge, such as ThingWorx and Salesforce Thunder. This book places equal emphasis on a wide range of security and privacy aspects, including Zero Trust Approaches, Forensics, Access Control Lists, and Public Key Infrastructure. Wearables, Industry 4.0, Workplace Analytics, and Product Asset Management are just a few of the applications and use cases that are discussed. Transformative trends such as Augmented Analytics, AR/VR, Digital Twins, and many more are also discussed in the book. After reading this book, readers will get a broad spectrum of knowledge of IoT. They will be able to put the guidance shared to use. WHAT YOU WILL LEARN ? Access to a variety of IoT application areas with compelling use cases. ? Opportunity to experiment with frameworks, tools, and platforms for various IoT assignments. ? Acquire conceptual knowledge about IoT architecture, protocols, and networks. ? Take a look at integrating IoT procedures, software, and hardware. ? Investigate how to develop a data management strategy when implementing IoT. ? Understand the policies governing IoT security, privacy, and interoperability. WHO THIS BOOK IS FOR This book is intended for IT graduates, computer engineers, and industry experts who wish to learn IoT principles, techniques, and protocols to successfully create and deploy safe and secure IoT systems. One does not need prior knowledge of IoT or programming to read this book. TABLE OF CONTENTS 1. IoT: The Basic Dynamics 2. IoT—Nuts and Bolts of the Architecture 3. Data Management Strategy 4. IoT Security, Privacy and Interoperability: What, Why, How, and What Next 5. Applications and Use Cases 6. Current and Future Trends*

*Instructions for observing the Total Solar Eclipse of July 29, 1878*

*Introduction to Android Application Development*

*Android Wireless Application Development*

*For Developers and Designers Using Flash CS4 Professional*

*Zend Studio for Eclipse Developer's Guide*

*AOS - User's Manual*

*Android Studio IDE Quick Reference*

bull; Shows how EMF unifies three important technologies: Java, XML, and UML bull; Provides a comprehensive overview of the EMF classes including a complete quick reference for all the classes and methods in the EMF 1.1 API bull; Includes examples of many common framework customizations and programming techniques

The Barre Eclipse Manual is a complimentary and necessary resource for our Barre Eclipse teacher training. Packed with valuable insights on our teaching methodology, this manual has tips and techniques on how to teach an excellent barre class.

\* While the promise of Java has always been "Write Once, Run Anywhere," SWT and JFace make it a reality. Write it once but run on all different platforms. \* Major revision of Eclipse 3.0 is coming out (probably April or May, 2004)– this book will be up to date (3.0) with no "time bomb" shelf life. Covers SWT 3.0 (in development) and 2.1. \* Eclipse is free and open source and will become even more important over next year or so/ Eclipse will be the editor of choice for all developers going forward – the standard IDE for open source development. \* Offers GUI designers an alternative to developing with Swing.

Michael Swanson's online discussions with literally thousands of NexStar owners made it clear that there was a desperate need for a book such as this – one that provides a complete, detailed guide to buying, using and maintaining NexStar telescopes. Although this book is highly comprehensive, it is suitable for beginners – there is a chapter on "Astronomy Basics" – and experts alike. Celestron's NexStar telescopes were introduced in 1999, beginning with their first computer controlled "go to" model, a 5-inch. More models appeared in quick succession, and Celestron's new range made it one of the two dominant manufacturers of affordable "go to" telescopes.

The Barre Eclipse Manual Hardcopy

Eclipse Rich Client Platform

User's Guide to the MESOI Diffusion Model

Using the Full-Featured IDE

Machine Learning with Scala Quick Start Guide

Eclipse

JUnit Pocket Guide

*This handy guide provides an overview of Java Enterprise Edition 6's main technologies and includes extensive, easy-to-understand code samples that demonstrate the platform's many improvements. You'll quickly understand how Java EE 6 simplifies the process of developing and deploying web and enterprise applications. Explore what's new in Java EE 6, including Contexts and Dependency Injection and the Java API for RESTful Web Services Discover how Java EE 6 features relate to design patterns in web and enterprise applications Get the specifications for making your application Java EE compliant Learn about revisions to Enterprise JavaBeans, JavaServer Faces, and other components Find out how Java EE 6 profiles change the platform's "one size fits all" approach Get started with Java EE 6 development and deployment, using NetBeans IDE and GlassFish*

*In-depth instruction and practical techniques for buildingwith the BeagleBone embedded Linux platform Exploring BeagleBone is a hands-on guide to bringinggadgets, gizmos, and robots to life using the popular BeagleBoneembedded Linux platform. Comprehensive content and deep detailprovide more than just a BeagleBone instructionmanual—you'll also learn the underlying engineeringtechniques that will allow you to create your own projects. Thebook begins with a foundational primer on essential skills, andthen gradually moves into communication, control, and advancedapplications using C/C++, allowing you to learn at your own pace.In addition, the book's companion website featuresinstructional videos, source code, discussion forums, and more, toensure that you have everything you need. The BeagleBone's small size, high performance, low cost,and extreme adaptability have made it a favorite developmentplatform, and the Linux software base allows for complex yetflexible functionality. The BeagleBone has applications in smartbuildings, robot control, environmental sensing, to name a few;and, expansion boards and peripherals dramatically increase thepossibilities. Exploring BeagleBone provides areader-friendly guide to the device, including a crash coursein computer engineering. While following step by step, you can: Get up to speed on embedded Linux, electronics, andprogramming Master interfacing electronic circuits, buses and modules, withpractical examples Explore the Internet-connected BeagleBone and the BeagleBonewith a display Apply the BeagleBone to sensing applications, including videoand sound Explore the BeagleBone's Programmable Real-TimeControllers Hands-on learning helps ensure that your new skills stay withyou, allowing you to design with electronics, modules, orperipherals even beyond the BeagleBone. Insightful guidance andonline peer support help you transition from beginner to expert asyou master the techniques presented in Exploring BeagleBone,the practical handbook for the popular computing platform.*

*Covering all the essentials of modern Android development, an updated, real-world guide to creating robust, commercial-grade Android apps offers expert insights for the entire app development lifecycle, from concept to market. Original.*

*"Eclipse 3 Live" provides the reader with a comprehensive guide to using Eclipse from its most basic IDE features to some of its most advanced topics such as Platform extensibility. (Computer Books - Languages/Programming)*

The Java Developer's Guide to Eclipse

The ActionScript 3.0 Quick Reference Guide: For Developers and Designers Using Flash

A User Guide

Quick Guide to the Coming Apocalypse

A to Z of IoT Essentials (English Edition)

AWS Lambda Quick Start Guide

Software Test Engineering with IBM Rational Functional Tester

Take advantage of the leading open source integrated development environment to develop, organize, and debug your PHP web development projects.

Supervised and unsupervised machine learning made easy in Scala with this quick-start guide. Key Features Construct and deploy machine learning systems that learn from your data and give accurate predictions Unleash the power of Spark ML along with popular machine learning algorithms to solve complex tasks in Scala. Solve hands-on problems by combining popular neural network architectures such as LSTM and CNN using Scala with DeepLearning4j library Book Description Scala is a highly scalable integration of object-oriented nature and functional programming concepts that make it easy to build scalable and complex big data applications. This book is a handy guide for machine learning developers and data scientists who want to develop and train effective machine learning models in Scala. The book starts with an introduction to machine learning, while covering deep learning and machine learning basics. It then explains how to use Scala-based ML libraries to solve classification and regression problems using linear regression, generalized linear regression, logistic regression, support vector machine, and Naive Bayes algorithms. It also covers tree-based ensemble techniques for solving both classification and regression problems. Moving ahead, it covers unsupervised learning techniques, such as dimensionality reduction, clustering, and recommender systems. Finally, it provides a brief overview of deep learning using a real-life example in Scala. What you will learn Get acquainted with JVM-based machine learning libraries for Scala such as Spark ML and Deeplearning4j Learn RDDs, DataFrame, and Spark SQL for analyzing structured and unstructured data Understand supervised and unsupervised learning techniques with best practices and pitfalls Learn classification and regression analysis with linear regression, logistic regression, Naïve Bayes, support vector machine, and tree-based ensemble techniques Learn effective ways of clustering analysis with dimensionality reduction techniques Learn recommender systems with collaborative filtering approach Delve into deep learning and neural network architectures Who this book is for This book is for machine learning developers looking to train machine learning models in Scala without spending too much time and effort. Some fundamental knowledge of Scala programming and some basics of statistics and linear algebra is all you need to get started with this book.

This book gives a detailed introduction into the Eclipse platform and covers all relevant aspects of Eclipse RCP development. Every topic in this book has a content section in which the topic is explained and afterwards you have several exercises to practice your learning. You will be guided through all relevant aspects of Eclipse 4 development using an comprehensive example which you continue to extend in the exercises. You will learn about the new programming concepts of Eclipse 4, e.g. the application model, dependency injection, CSS styling, the renderer framework, the event system and much more. Proven Eclipse technologies like SWT, JFace viewers, OSGi modularity and services, data binding, etc. are also covered in detail. This book requires a working knowledge of Java and assumes that you are familiar in using the Eclipse IDE for standard Java development. It assumes no previous experience of Eclipse plug-in and Eclipse RCP development.

Build efficient, high-performance & scalable systems to process large volumes of data with Apache Ignite Key FeaturesUnderstand Apache Ignite's in-memory technologyCreate High-Performance app components with IgniteBuild a real-time data streaming and complex event processing systemBook Description Apache Ignite is a distributed in-memory platform designed to scale and process large volume of data. It can be integrated with microservices as well as monolithic systems, and can be used as a scalable, highly available and performant deployment platform for microservices. This book will teach you to use Apache Ignite for building a high-performance, scalable, highly available system architecture with data integrity. The book takes you through the basics of Apache Ignite and in-memory technologies. You will learn about installation and clustering Ignite nodes, caching topologies, and various caching strategies, such as cache aside, read and write through, and write behind. Next, you will delve into detailed aspects of Ignite's data grid: web session clustering and querying data. You will learn how to process large volumes of data using compute grid and Ignite's map-reduce and executor service. You will learn about the memory architecture of Apache Ignite and monitoring memory and caches. You will use Ignite for complex event processing, event streaming, and the time-series predictions of opportunities and threats. Additionally, you will go through off-heap and on-heap caching, swapping, and native and Spring framework integration with Apache Ignite. By the end of this book, you will be confident with all the features of Apache Ignite 2.x that can be used to build a high-performance system architecture. What you will learnUse Apache Ignite's data grid and implement web session clusteringGain high performance and linear scalability with in-memory distributed data processingCreate a microservice on top of Apache Ignite that can scale and performPerform ACID-compliant CRUD operations on an Ignite cacheRetrieve data from Apache Ignite's data grid using SQL, Scan and Lucene Text queryExplore complex event processing concepts and event streamingIntegrate your Ignite app with the Spring frameworkWho this book is for The book is for Big Data professionals who want to learn the essentials of Apache Ignite. Prior experience in Java is necessary.

C in a Nutshell

Android Wireless Application Development: Android essentials

(For Data General Eclipse S/230 with AFOS).. Version 1.1

SIMULA for Data General Eclipse

Earth Probe Total Ozone Mapping Spectrometer (TOMS) Data Product User's Guide

A Quick Reference for Simplified Enterprise Java Development

Write clear, readable, and reliable tests with Selenium WebDriver 3

*The definitive, comprehensive guide to Zend Studio for Eclipse Zend Studio for Eclipse gives millions of PHP/LAMP developers world-class tools for building state-of-the-art web applications. Now, here's a definitive guide to making the most of this breakthrough development environment. Zend Certified Engineer Peter MacIntyre and expert PHP developer Ian Morse show how to use Zend Studio for Eclipse to improve productivity, effectiveness, and code quality throughout your entire project lifecycle. You'll start with a product tour that introduces the core techniques and terminology you'll use in all your projects—including views, perspectives, outlines, and much more. You'll discover how to quickly use preferences to customize Zend Studio for Eclipse to your unique needs. Next, MacIntyre and Morse offer detailed, practical insights into every key aspect of working with Zend Studio: the code editor, PHP perspective views, Code Gallery, Code Analyzer, refactoring, SQL integration, unit testing with PHPUnit, debugging, version control, WYSIWYG design, and much more. You'll learn how to use the powerful integrated tools Zend provides, as well as those offered by the thriving worldwide Eclipse ecosystem. This book is an indispensable resource for every developer who wants to master Zend Studio for Eclipse: programmers already familiar with PHP and LAMP and users of other Eclipse-based IDEs who want to leverage their skills to create powerful PHP-based web applications.*

*Beginning Google Glass Development is your number one resource for learning how to develop for Google Glass--the paradigm-shifting mobile computing platform taking the world by storm now and for years to come. Mobile developers have always had to think for the future, and right now that means getting started with Google Glass. This book is incredibly hands-on with many exciting projects. You will learn the basics of Glass and how to set up your development environment, through to every Glass development topic using Glass Development Kit (GDK): • Glass User Interface • Camera and Image Processing • Video: Basics and Applications • Voice and Audio • Network, Bluetooth, and Social • Locations, Map, and Sensors • Graphics, Animation, and Games You will also learn how to develop enterprise and web-based Glass apps using the Mirror API. Each topic is full of examples that illustrate what Glass can truly do and help you quickly start developing your own apps. Jeff Tang has successfully developed mobile, web, and enterprise apps on many platforms, and cares immensely about user experience. He brings his vast knowledge to this book through cool and practical examples, which will excite and tantalize your creativity. This book is for any developer who is keen to start developing for Glass with GDK or the Mirror API. Whether you are an Android, iOS, web, or enterprise developer, you do not want to miss the chance that Glass becomes the next big thing. Get started with Beginning Google Glass Development and be inspired today.*

*This is a book about Eclipse SCADA, an open source SCADA system. The book is far from complete and we will update it regularly with new content.*

*Get writing tests and learn to design your own testing framework with Selenium WebDriver API Key FeaturesLearn Selenium from the ground upDesign your own testing frameworkCreate reusable functionality in your frameworkBook Description Selenium WebDriver is a platform-independent API for automating the testing of both browser and mobile applications. It is also a core technology in many other browser automation tools, APIs, and frameworks. This book will guide you through the WebDriver APIs that are used in automation tests. Chapter by chapter, we will construct the building blocks of a page object model framework as you learn about the required Java and Selenium methods and terminology. The book starts with an introduction to the same-origin policy, cross-site scripting dangers, and the Document Object Model (DOM). Moving ahead, we'll learn about XPath, which allows us to select items on a page, and how to design a customized XPath. After that, we will be creating singleton patterns and drivers. Then you will learn about synchronization and handling pop-up windows. You will see how to create a factory for browsers and understand command design patterns applicable to this area. At the end of the book, we tie all this together by creating a framework and implementing multi-browser testing with Selenium Grid. What you will learnUnderstand what an XPath is and how to design a customized XPathLearn how to create a Maven project and buildCreate a Singleton driverGet to grips with Jenkins integrationCreate a factory for browsersImplement multi-browser testing with Selenium GridCreate a sample pop-up window and JavaScript alertReport using Extent ReportsWho this book is for This book is for software testers or developers.*

Implementing an IBM High-Performance Computing Solution on IBM Power System S822LC

Eclipse IDE Pocket Guide

Eclipse SCADA

Issued by the U. S. Naval Observatory

Data Collection Direct Broadcast, WEFAX Coordinator

The Barre Eclipse Manual Paperback

Selenium WebDriver Quick Start Guide

Revised edition of first part of: Android wireless application development / Shane Conder, Lauren Darcey. c2010.

"No matter what your background, the pages that follow will provide you with some excellent knowledge, insight, and even a little bit of wisdom in the realm of Flash and ActionScript. Happy learning!"-- Branden Hall, from the Foreword Written by Flash insiders with extensive knowledge of the technology, this guide is designed specifically to help Flash designers and developers make the leap from ActionScript 2.0 to the new object-oriented ActionScript 3.0 quickly and painlessly. Formatted so you can find any topic easily, ActionScript 3.0 Quick Reference Guide explains: Object-oriented programming (OOP) concepts, such as packages and classes ActionScript 3.0 features and player enhancements that improve performance Workflow differences between ActionScript 2.0 and ActionScript 3.0 including tools, code editing, component sets, and image and font rendering Where did it go? A guide to help you find familiar features in ActionScript 3.0, such as global functions, operators, properties, and statements How do I? Step-by-step solutions for performing tasks with ActionScript 3.0, including input, sound, video, display, events, text, and more Also included are overviews of Flash and ActionScript features and workflows. ActionScript 3.0 is a huge upgrade to Flash's programming language -- and this guide helps you upgrade your skills to match it.

Android Essentials

Internet of Things (IoT) A Quick Start Guide

The Definitive Guide to SWT and JFace

Eclipse Modeling Framework

Quick Start Guide to JavaFX

Beginning Google Glass Development