

Rename 3290 As Hundreds And Tens

"This book takes the somewhat daunting process of database design and breaks it into completely manageable and understandable components. Mike's approach whilst simple is completely professional, and I can recommend this book to any novice database designer." --Sandra Barker, Lecturer, University of South Australia, Australia
"Databases are a critical infrastructure technology for information systems and today's business. Mike Hernandez has written a literate explanation of database technology--a topic that is intricate and often obscure. If you design databases yourself, this book will educate you about pitfalls and show you what to do. If you purchase products that use a database, the book explains the technology so that you can understand what the vendor is doing and assess their products better." --Michael Blaha, consultant and trainer, author of *A Manager's Guide to Database Technology*
"If you told me that Mike Hernandez could improve on the first edition of Database Design for Mere Mortals I wouldn't have believed you, but he did! The second edition is packed with more real-world examples, detailed explanations, and even includes database-design tools on the CD-ROM! This is a must-read for anyone who is even remotely interested in relational database design, from the individual who is called upon occasionally to create a useful tool on the fundamentals. Simply put, if you want to do it right, read this book!" --Matt Greer, Process Control Development, The Dow Chemical Company
"Mike's approach to database design is totally common-sense based, yet he's adhered to all the rules of good relational database design. I use Mike's books in my starter database-design class, and I recommend his books to anyone who's interested in learning how to design databases or how to write SQL queries." --Michelle Pooler, President, MVDS, Inc.
"Slapping together sophisticated applications with poorly designed data will hurt you just as much now as when Mike wrote his first edition, perhaps even more. Whether you're just getting started developing with data or are a seasoned pro; whether you've read Mike's previous book or this is your first; whether you're happier letting someone else design your data or you love doing it yourself--this is the book for you. Mike's ability to explain these concepts in a way that's not only clear, but fun, continues to amaze me." --From the Foreword by Ken Getz, MCW Technologies, coauthor ASP.NET Developer's JumpStart
"The first edition of Mike Hernandez's book Database Design for Mere Mortals was one of the few books that survived the cut when I moved my office to smaller quarters. The second edition expands and improves on the original in so many ways. It is not only a clear, clear read, but contains a remarkable quantity of clear, concise thinking on a very complex subject. It's a must for anyone interested in the subject of database design." --Malcolm C. Rubel, Performance Dynamics Associates
"Mike's excellent guide to relational database design deserves a second edition. His book is an essential tool for fledgling Microsoft Access and other desktop database developers, as well as for client/server pros. I recommend it highly to all my readers." --Roger Jennings, author of *Special Edition Using Access 2002*
"There are no silver bullets! Database technology has advanced dramatically, the newest crop of database servers perform operations faster than anyone could have imagined five years ago, but none of these technological advances will help fix a bad database design, or capture data that you forgot to include! Database Design for Mere Mortals(TM), Second Edition, helps you design your database right in the first place!" --Matt Nunn, Product Manager, SQL Server, Microsoft Corporation
"When my brother started his professional career as a developer, I gave him Mike's book to help him understand database concepts and make real-world application of database technology. When I need a refresher on the finer points of database design, this is the book I pick up. I do not think that there is a better testimony to the value of a book than that it gets used. For this reason I have wholeheartedly recommended to my peers and students that they utilize this book in their day-to-day development tasks." --Chris Kunicik, Senior Consultant, OfficeZealot.com
"Mike has always had an incredible knack for taking the most complex topics, breaking them down, and explaining them so that anyone can 'get it.' He has honed and polished his first very, very good edition and made it even better. If you're just starting out building database applications, this book is a must-read cover to cover. Expert designers will find Mike's approach fresh and enlightening and a source of great material for training others." --John Viescas, President, Viescas Consulting, Inc., author of *Running Microsoft Access 2000 and coauthor of SQL Queries for Mere Mortals*
"Whether you look to learn about relational database design in general, design a relational database, understand relational database terminology, or learn best practices for implementing a relational database, Database Design for Mere Mortals(TM), Second Edition, is an indispensable book that you'll refer to often. With his many years of real-world experience designing relational databases, Michael shows you how to analyze and improve existing databases, implement keys, define table relationships and business rules, and create data views, resulting in data integrity, uniform access to data, and reduced data-entry errors."

--Paul Cornell, Site Editor, MSDN Office Developer Center
Sound database design can save hours of development time and ensure functionality and reliability. Database Design for Mere Mortals(TM), Second Edition, is a straightforward, platform-independent tutorial on the basic principles of relational database design. It provides a commonsense design methodology for developing databases that work. Database design experts Michael J. Hernandez has expanded his best-selling first edition, maintaining its hands-on approach and accessibility while updating its content to include emerging network design and illustrations. This edition features a CD-ROM that includes diagrams of sample databases, as well as design guidelines, documentation forms, and examples of the database design process. This book will give you the knowledge and tools you need to create efficient and effective relational databases.

This IBM® Redbook publication documents the strength and value of the IBM security strategy with IBM z Systems hardware and software (referred to in this book by the previous product name, IBM System z®). In an age of increasing security consciousness and more dangerous and advanced persistent threats, System z provides the capabilities to address today's business security challenges. This book explores how System z hardware is designed to provide integrity, process isolation, and cryptographic capability to help address security requirements. We highlight the features of IBM z/OS® and other operating systems that offer a variety of customizable security elements. We also describe z/OS and other operating systems and additional software that use the building blocks of System z hardware to meet business security needs. We explore these from the perspective of an enterprise security architect and how a modern mainframe must fit into an enterprise security architecture. This book is part of a three-volume series that focuses on guiding principles for optimized mainframe security configuration within a holistic enterprise security architecture. The intended audience includes enterprise security architects, planners, and managers who are interested in exploring how the security design and features of the System z platform, the z/OS operating system, and associated software address current issues, such as data encryption, authentication, authorization, network security, auditing, ease of security administration, and monitoring.

This book contains comprehensive, up-to-date, and authoritative technical information on the internal structure of the FreeBSD open-source operating system. Coverage includes the capabilities of the system; how to effectively and efficiently interface to the system; how to maintain, tune, and configure the operating system; and how to extend and enhance the system. The authors provide a concise overview of FreeBSD's design and implementation. Then, while explaining key design decisions, they detail the concepts, data structures, and algorithms used in implementing the systems facilities. As a result, this book can be used as an operating systems textbook, a practical reference, or an in-depth study of a contemporary, portable, open-source operating system. -- Provided by publisher.

This Festschrift volume, published in honor of John Mylopoulos on the occasion of his retirement from the University of Toronto, contains 25 high-quality papers, written by leading scientists in the field of conceptual modeling. The volume has been divided into six sections. The first section focuses on the foundations of conceptual modeling and contains material on ontologies and knowledge representation. The four sections on software and requirements engineering, information systems, information integration, and web and services, represent the chief current application domains of conceptual modeling. Finally, the section on implementations concentrates on projects that build tools to support conceptual modeling. With its in-depth coverage of diverse topics, this book could be a useful companion to a course on conceptual modeling.

An Advanced Introduction with OpenFOAM® and Matlab

A Hands-On Guide to Building Your Own Android Apps

A Hands-on Guide to Relational Database Design

Linux Firewalls

Introduction to Design Patterns in C++ with Qt

Introduction to the New Mainframe

Tackling Complexity in the Heart of Software

"As this book shows, Linux systems are just as functional, secure, and reliable as their proprietary counterparts. Thanks to the ongoing efforts of thousands of Linux developers, Linux is more ready than ever for deployment at the frontlines of the real world. The authors of this book know that terrain well, and I am happy to leave you in their most capable hands." --Linus Torvalds
"The most successful sysadmin book of all time--because it works!" --Rik Farrow, editor of /login:
"This book clearly explains current technology with the perspective of decades of experience in large-scale system administration. Unique and highly recommended." --Jonathan Corbet, cofounder, LWN.net
"Nemeth et al. is the overall winner for Linux administration: it's intelligent, full of insights, and looks at the implementation of concepts." --Peter Salus, editorial director, Matrix.net
Since 2001, Linux Administration Handbook has been the definitive resource for every Linux® system administrator who must efficiently solve technical problems and maximize the reliability and performance of a production environment. Now, the authors have systematically updated this classic guide to address today's most important Linux distributions and most powerful new administrative tools. The authors spell out detailed best practices for every facet of system administration, including system and network design and administration, web hosting, software configuration management, performance analysis, Windows interoperability, and much more. Sysadmins will especially appreciate the thorough and up-to-date discussions of such difficult topics such as DNS, LDAP, security, and the management of IT service organizations. Linux® Administration Handbook, Second Edition, reflects the current versions of these leading distributions: Red Hat® Enterprise Linux® Fedora™ Core® SUSE® Linux Enterprise Debian® GNU/Linux Ubuntu® Linux Sharing their war stories and hard-won insights, the authors capture the behavior of Linux systems in the real world, not just in ideal environments. They explain complex tasks in detail and illustrate these tasks with examples drawn from their extensive hands-on experience.

The Complete Guide to Writing More Maintainable, Manageable, Pleasing, and Powerful Ruby Applications
Ruby's widely admired ease of use has a downside: Too many Ruby and Rails applications have been created without concern for their long-term maintenance or evolution. The Web is awash in Ruby code that is now virtually impossible to change or extend. This text helps you solve that problem by using powerful real-world object-oriented design techniques, which it thoroughly explains using simple and practical Ruby examples. Sandi Metz has distilled a lifetime of conversations and presentations about object-oriented design into a set of Ruby-focused practices for crafting manageable, extensible, and pleasing code. She shows you how to build new applications that can survive success and repair existing applications that have become impossible to change. Each technique is illustrated with extended examples, all downloadable from the companion Web site, poodr.info. The first title to focus squarely on object-oriented Ruby application design, Practical Object-Oriented Design in Ruby will guide you to superior outcomes, whatever your previous Ruby experience. Novice Ruby programmers will find specific rules to live by; intermediate Ruby programmers will find valuable principles they can flexibly interpret and apply; and advanced Ruby programmers will find a common language they can use to lead development and guide their colleagues. This guide will help you understand how object-oriented programming can help you craft Ruby code that is easier to maintain and upgrade despite what belongs in a single Ruby class avoid entangling objects that should be kept separate Define flexible interfaces among objects Reduce programming overhead costs with duck typing Successfully apply inheritance Build objects via composition Design cost-effective tests Solve common problems associated with poorly designed Ruby code

Computer Security: Principles and Practice, 2e, is ideal for courses in Computer/Network Security. In recent years, the need for education in computer security and related topics has grown dramatically - and is essential for anyone studying Computer Science or Computer Engineering. This is the only text available to provide integrated, comprehensive, up-to-date coverage of the broad range of topics in this subject. In addition to an extensive pedagogical program, the book provides unparalleled support for both research and modeling projects, giving students a broader perspective. The Text and Academic Authors Association named Computer Security: Principles and Practice, 1e, the winner of the Textbook Excellence Award for the best Computer Science textbook of 2008.

The Complete Guide to Writing Maintainable, Manageable, Pleasing, and Powerful Object-Oriented Applications
Object-oriented programming languages exist to help you create beautiful, straightforward applications that are easy to change and simple to extend. Unfortunately, the world is awash with object-oriented (OO) applications that are difficult to understand and expensive to change. Practical Object-Oriented Design, Second Edition, immerses you in an OO mindset and teaches you powerful, real-world, object-oriented design techniques with simple and practical examples. Sandi Metz demonstrates how to build new applications that can "survive success" and repair existing applications that have become impossible to change. Each technique is illustrated with extended examples in the easy-to-understand Ruby programming language, all downloadable from the companion website, poodr.com. Fully updated for Ruby 2.5, this guide shows how to decide what belongs in a single class Avoid entangling objects that should be kept separate Define flexible interfaces among objects Reduce programming overhead costs with duck typing Successfully apply inheritance Build objects via composition Whatever your previous object-oriented experience, this concise guide will help you achieve the superior outcomes you're looking for. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

Consumer Behavior

Conceptual Modeling: Foundations and Applications

Strange Attractors

The Finite Volume Method in Computational Fluid Dynamics

Essays in Honor of John Mylopoulos

Learning 2D Game Development with Unity

Understanding Operating Systems

With MIT ' s App Inventor 2, anyone can build complete, working Android apps—without writing code! This complete tutorial will help you do just that, even if you have absolutely no programming experience. Unlike books focused on the obsolete Google version, Learning MIT App Inventor is written from the ground up for MIT ' s dramatically updated Version 2. The authors guide you step-by-step through every task and feature, showing you how to create apps by dragging, dropping, and connecting puzzle pieces—no writing code. As you learn, you ' ll also master expert design and development techniques you can build on if you ever do want to write code. Through hands-on projects, you ' ll master features ranging from GPS to animation, build high-quality user interfaces, make everything work, and test it all with App Inventor ' s emulator. (You won ' t even need an Android device!) All examples for this book are available at theplanet.com/appinventor Coverage includes: Understanding mobile devices and how mobile apps run on them Planning your app's behavior and appearance with the Designer Using the Blocks Editor to tell your app what to do and how to do it Creating variables and learning how to use them effectively Using procedures to group and reuse pieces of code in larger, more complicated apps Storing data in lists and databases Using App Inventor's gaming, animation, and media features Creating more sophisticated apps by using multiple screens Integrating sensors to make your app location-aware Debugging apps and fixing problems Combining creativity and logical thinking to envision more complex apps

This textbook explores both the theoretical foundation of the Finite Volume Method (FVM) and its applications in Computational Fluid Dynamics (CFD). Readers will discover a thorough explanation of the FVM numerics and algorithms used for the simulation of incompressible and compressible fluid flows, along with a detailed examination of the components needed for the development of a collocated unstructured pressure-based CFD solver. Two particular CFD codes are explored. The first is uFVM, a three-dimensional unstructured pressure-based finite volume academic CFD code, implemented within Matlab. The second is OpenFOAM®, an open source framework used in the development of a range of CFD programs for the simulation of industrial scale flow problems. With over 220 figures, numerous examples and more than one hundred exercise on FVM numerics, programming, and applications, this textbook is suitable for use in an introductory course on the FVM, in an advanced course on numerics, and as a reference for CFD programmers and researchers.

Master the Principles and Vocabulary of Game Design Why aren ' t videogames getting better? Why does it feel like we ' re playing the same games, over and over again? Why aren ' t games helping us transform our lives, like great music, books, and movies do? The problem is language. We still don ' t know how to talk about game design. We can ' t share our visions. We forget what works (and doesn ' t). We don ' t learn from history. It ' s too hard to improve. The breakthrough starts here. A Game Design Vocabulary gives us the complete game design framework we desperately need—whether we create games, study them, review them, or build businesses on them. Craft amazing experiences. Anna Anthropy and Naomi Clark share foundational principles, examples, and exercises that help you create great player experiences...complement intuition with design discipline...and craft games that succeed brilliantly on every level. Liberate yourself from stale clichés and genres Tell great stories: go way beyond cutscenes and text dumps Control the crucial relationships between game * verbs * and * objects * Wield the full power of development, conflict, climax, and resolution Shape scenes, pacing, and player choices Deepen context via art, animation, music, and sound Help players discover, understand, engage, and " talk back " to you Effectively use resistance and difficulty: the " push and pull " of games Design holistically: integrate visuals, audio, and controls Communicate a design vision everyone can understand An immense treasure trove containing hundreds of equipment symptoms, arranged so as to allow swift identification and elimination of the causes. These rules of thumb are the result of preserving and structuring the immense knowledge of experienced engineers collected and compiled by the author - an experienced engineer himself - into an invaluable book that helps younger engineers find their way from symptoms to causes. This sourcebook is unrivaled in its depth and breadth of coverage, listing five important aspects for each piece of equipment: * area of application * sizing guidelines * capital cost including difficult-to-find installation factors * principles of good practice, and * good approaches to troubleshooting. Extensive cross-referencing takes into account that some items of equipment are used for many different purposes, and covers not only the most familiar types, but special care has been taken to also include less common ones. Consistent terminology and SI units are used throughout the book, while a detailed index quickly and reliably directs readers, thus aiding engineers in their everyday work at chemical plants: from keywords to solutions in a matter of minutes.

Agile Principles, Patterns, and Practices in C#

AGILE PRIN PATTS PRACTS C#_1

ANSYS Mechanical APDL for Finite Element Analysis

Learning JavaScript

Z/OS Basics

Implementing Domain-driven Design

The Go Programming Language

This IBM® Redbook provides students of information systems technology with the background knowledge and skills necessary to begin using the basic facilities of a mainframe computer. It is the first in a planned series of textbooks designed to introduce students to mainframe concepts and help prepare them for a career in large systems computing. For optimal learning, students are assumed to have successfully completed an introductory course in computer system concepts, such as computer organization and architecture, operating systems, data management, or data communications. They should also have successfully completed courses in one or more programming languages, and be PC literate. This textbook can also be used as a prerequisite for courses in advanced topics or for internships and special studies. It is not intended to be a complete text covering all aspects of mainframe operation, nor is it a reference book that discusses every feature and option of the mainframe facilities. Others who will benefit from this course include experienced data processing professionals who have worked with non-mainframe platforms, or who are familiar with some aspects of the mainframe but want to become knowledgeable with other facilities and benefits of the mainframe environment." --Preface, p. xi.

This is the first book offering an in-depth and comprehensive IoT network simulation, supported by OPNET tool. Furthermore, the book presents the simulations of IoT in general, not limited by OPNET. The authors provide rich OPNET IoT simulation codes, with detailed explanation regarding the functionalities of the model. These codes can facilitate readers' fast implementation, and the shared model can guide readers through developing their own research. This book addresses various versions of Internet of Things (IoT), including human-centric IoT, green IoT, Narrow band IoT, Smart IoT, IoT-Cloud integration. The introduced OPNET IoT simulation provides a comprehensive platform to simulate above-mentioned IoT systems. Besides, this book introduces OPNET semi-physical simulation in detail. Based on this technology, simulated IoT and practical cloud are seamlessly connected with each other. On top of this "IoT-cloud-integration" semi-physical simulation environment, various smart IoT applications can be realized.

The Go Programming Language is the authoritative resource for any programmer who wants to learn Go. It shows how to write clear and idiomatic Go to solve real-world problems. The book does not assume prior knowledge of Go nor experience with any specific language, so you'll find it accessible whether you're most comfortable with JavaScript, Ruby, Python, Java, or C++. The first chapter is a tutorial on the basic concepts of Go, introduced through programs for file I/O and text processing, simple graphics, and web clients and servers. Early chapters cover the structural elements of Go programs: syntax, control flow, data types, and the organization of a program into packages, files, and functions. The examples illustrate many packages from the standard library and show how to create new ones of your own. Later chapters explain the package mechanism in more detail, and how to build, test, and maintain projects using the go tool. The chapters on methods and interfaces introduce Go's unconventional approach to object-oriented programming, in which methods can be declared on any type and interfaces are implicitly satisfied. They explain the key principles of encapsulation, composition, and substitutability using realistic examples. Two chapters on concurrency present in-depth approaches to this increasingly important topic. The first, which covers the basic mechanisms of goroutines and channels, illustrates the style known as communicating sequential processes for which Go is renowned. The second covers more traditional aspects of concurrency with shared variables. These chapters provide a solid foundation for programmers encountering concurrency for the first time. The final two chapters explore lower-level features of Go. One covers the art of metaprogramming using reflection. The other shows how to use the unsafe package to step outside the type system for special situations, and how to use the cgo tool to create Go bindings for C libraries. The book features hundreds of interesting and practical examples of well-written Go code that cover the whole language, its most important packages, and a wide range of applications. Each chapter has exercises to test your understanding and explore extensions and alternatives. Source code is freely available for download from <http://gopl.io/> and may be conveniently fetched, built, and installed using the go get command.

ANSYS Mechanical APDL for Finite Element Analysis provides a hands-on introduction to engineering analysis using one of the most powerful commercial general purpose finite element programs on the market. Students will find a practical and integrated approach that combines finite element theory with best practices for developing, verifying, validating and interpreting the results of finite element models, while engineering professionals will appreciate the deep insight presented on the program's structure and behavior. Additional topics covered include an introduction to commands, input files, batch processing, and other advanced features in ANSYS. The book is written in a lecture/lab style, and each topic is supported by examples, exercises and suggestions for additional readings in the program documentation. Exercises gradually increase in difficulty and complexity, helping readers quickly gain confidence to independently use the program. This provides a solid foundation on which to build, preparing readers to become power users who can take advantage of everything the program has to offer. Includes the latest information on ANSYS Mechanical APDL for Finite Element Analysis Aims to prepare readers to create industry standard models with ANSYS in five days or less Provides self-study exercises that gradually build in complexity, helping the reader transition from novice to mastery of ANSYS References the ANSYS documentation throughout, focusing on developing overall competence with the software before tackling any specific application Prepares the reader to work with commands, input files and other advanced techniques

Go Math! Standards Practice Book Level 5

A Brief Guide to the Systems Modeling Language

A Game Design Vocabulary

An Agile Primer Using Ruby

An Introduction to Design Patterns in C++ with Qt 4

An Agile Primer

Presents a guide to Android application development using the app-driven approach for sixteen fully tested apps that include syntax, code walkthroughs, and sample outputs.

The need to handle increasingly larger data volumes is one factor driving the adoption of a new class of nonrelational "NoSQL" databases. Advocates of NoSQL databases claim they can be used to build systems that are more performant, scale better, and are easier to program, and are easier to program. NoSQL Distilled is a concise but thorough introduction to this rapidly emerging technology. Pramod J. Sadalage and Martin Fowler explain how NoSQL databases work and the ways that they may be a superior alternative to a traditional RDBMS. The authors provide a fast-paced guide to the concepts you need to know in order to evaluate whether NoSQL databases are right for your needs and, if so, which technologies you should explore further. The first part of the book concentrates on core concepts, including shemless data models, aggregates, new distribution models, the CAP theorem, and map-reduce. In the second part, the authors explore architectural and design issues associated with implementing NoSQL. They also present realistic use cases that demonstrate NoSQL databases at work and feature representative examples using Riak, MongoDB, Cassandra, and Neo4j. In addition, by drawing on Pramod Sadalage's pioneering work, NoSQL Distilled shows how to implement evolutionary design with schema migration: an essential technique for applying NoSQL databases. The book concludes by describing how NoSQL is ushering in a new age of Polyglot Persistence, where multiple data storage worlds coexist, and architects can choose the technology best optimized for each type of data access.

Vaughn Vernon presents concrete and realistic domain-driven design (DDD) techniques through examples from familiar domains, such as a Scrum-based project management application that integrates with a collaboration suite and security provider. Each principle is backed up by realistic Java examples, and all content is tied together by a single case study of a company charged with delivering a set of advanced software systems with DDD.

The C++11 standard allows programmers to express ideas more clearly, simply, and directly, and to write faster, more efficient code. Bjarne Stroustrup, the designer and original implementer of C++, thoroughly covers the details of this language and its use in his definitive reference, The C++ Programming Language, Fourth Edition. In A Tour of C++, Stroustrup excerpts the overview chapters from that complete reference, expanding and enhancing them to give an experienced programmer—in just a few hours—a clear idea of what constitutes modern C++. In this concise, self-contained guide, Stroustrup covers major language features and the major standard-library components—not, of course, in great depth, but to a level that gives programmers a meaningful overview of the language, some key examples, and practical help in getting started. Stroustrup presents the C++ features in the context of the programming styles they support, such as object-oriented and generic programming. His tour is remarkably comprehensive. Coverage begins with the basics, then ranges widely through more advanced topics, including many that are new in C++11, such as move semantics, uniform initialization, lambda expressions, improved containers, and concurrency. The tour ends with a discussion of the design and evolution of C++ and the extensions added for C++11. This guide does not aim to teach you how to program (see Stroustrup's Programming: Principles and Practice Using C++ for that), nor will it be the only resource you'll need for C++ mastery (see Stroustrup's The C++ Programming Language, Fourth Edition, for that). If, however, you are a C or C++ programmer wanting greater familiarity with the current C++ language, or a programmer versed in another language wishing to gain an accurate picture of the nature and benefits of modern C++, you can't find a shorter or simpler introduction than this tour provides.

Software Engineering for Robotics

Learning MIT App Inventor

Agribusiness Management

Practical Object-Oriented Design

SysML Distilled

Creating Patterns in Chaos

A Hands-on Guide to Building Android Applications

The Definitive Guide to Building Firewalls with Linux
As the security challenges facing Linux system and network administrators have grown, the security tools and techniques available to them have improved dramatically. In Linux® Firewalls, Fourth Edition, long-time Linux security expert Steve Suehring has revamped his definitive Linux firewall guide to cover the important advances in Linux security. An indispensable working resource for every Linux administrator concerned with security, this guide presents comprehensive coverage of both iptables and nftables. Building on the solid networking and firewalling foundation in previous editions, it also adds coverage of modern tools and techniques for detecting exploits and intrusions, and much more. Distribution neutral throughout, this edition is fully updated for today's Linux kernels, and includes current code examples and support scripts for Red Hat/Fedora, Ubuntu, and Debian implementations. If you're a Linux professional concerned with security and network services, this book will help you decide what you need to install, configure, and update a Linux firewall running either iptables or nftables, or take advantage of the latest iptables enhancements Manage complex multiple firewall configurations Create, debug, and optimize firewall rules Use Samhain and other tools to protect filesystem integrity, monitor networks, and detect intrusions Harden systems against port scanning and other attacks Uncover exploits such as rootkits and backdoors with chkrootkit

Oracle® Solaris 11 System Administration covers every skill required to effectively install and administer the Oracle® Solaris 11.1 operating system in production environments. It features dozens of step-bystep "learn by example" procedures, demonstrating how to apply complex solutions in real-world data center environments. Author Bill Calkins has administered and taught Oracle Solaris and its predecessors for more than twenty years. He also helped develop the newest Oracle Certified Associate (OCA) and Oracle Certified Professional (OCP) exams, which raise the bar for Solaris certification. This guide covers every new 1Z0-821 exam topic in detail and also covers many 1Z0-821 exam topics. Calkins also reviews the changes that system administrators will face when upgrading to Solaris 11.1 and presents new ways to perform familiar tasks on both SPARC and x86 hardware. You'll learn how to install the Solaris 11 Operating Environment with Live Media or Text Interactive installers install, manage, and update software with the Image Packaging System and IPS repositories Understand, customize, and troubleshoot SPARC and x86 boot processes from system power-up to loading the OS (including coverage of ILOM, OpenBoot, and GRUB 2) Administer and create services through the service management facility (SMF) Configure system messaging using SMF notifications, syslog and rsyslog Configure and administer ZFS storage pools, including ZFS on the boot drive, local disks, LUNs, and a SAN Configure and manage ZFS file systems: encryption, redundancy, snapshots, clones, network sharing, monitoring, device replacement, and legacy UFS migration Create, migrate, contain, and administer zones, including solaris10 branded and immutable zones Use RBAC to create custom rights profiles and grant special privileges Manage and monitor system process scheduler (including FSS process schedulers and proc tunable) Configure Solaris networking and network services, including Reactive and Fixed Network Configurations, VNICs, and Virtual Networking A companion website (unixed.com/solaris11book.html) includes new 1Z0-821 and 1Z0-822 study strategies and self-assessment exams.

Agribusiness Management uses four specific approaches to help readers develop and enhance their capabilities as agribusiness managers. First, this edition of the book offers a contemporary focus that reflects the issues that agribusiness managers face both today and are likely to face tomorrow. Specifically, food sector firms and larger agribusiness firms receive more attention in this edition, reflecting their increasing importance as employers of food and agribusiness program graduates. Second, the book presents conceptual material in a pragmatic way with illustrations and examples that will help the reader understand how a specific concept works in practice. Third, the book has a decision-making emphasis, providing contemporary tools that readers will find useful when making decisions in the contemporary business environment. Finally, Agribusiness Management offers a pertinent set of discussion questions and case studies that will allow the reader to apply the material covered in real-world situations.

A Brief Guide to the Emerging World of Polyglot Persistence

Enhancing Security with nftables and Beyond

Oracle Solaris 11 System Administration

Learning Android Application Programming

Using JavaScript and HTML5 to Develop Games

Database Design for Mere Mortals

Principles and Practice

Chaos and fractals are new mathematical ideas that have revolutionized our view of the world. They have application in virtually every academic discipline. This book shows examples of the artistic beauty that can arise from very simple equations, and teaches the reader how to produce an endless variety of such patterns. Disk includes a full working version of the program.

Get Started Fast with Modern JavaScript Web Development! With the arrival of HTML5, jQuery, and Ajax, JavaScript web development skills are more valuable than ever! Using concise, hands-on JavaScript tutorial codes everything you need to know now. Using line-by-line code walkthroughs and end-of-chapter exercises, top web developer and speaker Tim Wright will help you get results fast, even if you've never written a line of JavaScript before. Smart, friendly, enthusiastic, and packed with modern examples, Learning JavaScript covers both design-level and development-level JavaScript. You'll find expert knowledge and best practices for everything from jQuery and interface design to code organization and front-end templating. Wright's focused coverage includes regular break points and clear reviews that make modern JavaScript easier to learn—and easier to use! Learning JavaScript is your fastest route to success with JavaScript—whether you're entirely new to the language or you need to sharpen and upgrade skills you first learned a decade ago! Coverage includes - Mastering all of the JavaScript concepts and terminology you need to write new programs or efficiently modify existing code - Creating robust, secure code for both the design and development levels - Maximizing usability, reusability, accessibility, clarity, security, and performance - Taking full advantage of the browser environments your code will run in - Accessing the DOM to create behaviors and data interactions - Storing data for easy and efficient access - Using variables, functions, loops, and other core language features - Interacting with users through events - Communicating with servers through Ajax - Improving your productivity with JavaScript libraries

The Systems Modeling Language (SysML) extends UML with powerful systems engineering capabilities for modeling a wide spectrum of systems and capturing all aspects of a system's design. SysML Distilled is the first clear, concise guide for everyone who wants to start creating effective SysML models. (Drawing on his pioneering experience at Lockheed Martin and NASA, Lenny Delligatti illuminates SysML's core components and provides practical advice to help you create good models and good designs. Delligatti begins with an easy-to-understand overview of Model-Based Systems Engineering (MBSE) and an explanation of how SysML enables effective system specification, analysis, design, optimization, verification, and validation. Next, he shows how to use all nine types of SysML diagrams, even if you have no previous experience with modeling language. A case study running through the text demonstrates the use of SysML in modeling a complex, real-world sociotechnical system. Modeled after Martin Fowler's classic UML Distilled, Delligatti's indispensable guide quickly teaches you what you need to know to get started and helps you deepen your knowledge incrementally as the need arises. Like SysML itself, the book is method independent and is designed to support whatever processes, procedures, and tools you already use. Coverage includes Why SysML was created and the business case for using it Quickly putting SysML to practical use What to know before you start a SysML modeling project Essential concepts that apply to all SysML diagrams SysML diagram elements and relationships Diagramming block definitions, internal structures, use cases, activities, interactions, state machines, constraints, requirements, and packages Using allocations to define mappings among elements across a model SysML notation tables, version changes, and sources for more information

Features hands-on sample projects and exercises designed to help programmers create iOS applications.

Android for Programmers

A Practical Guide to Ubuntu Linux

Reduce Risk and Improve Security on IBM Mainframes: Volume 2 Mainframe Communication and Networking Security

A Hands-On Guide to Building Web Applications in JavaScript

A Hands-on Guide to the Fundamentals of IOS Programming

The Web Game Developer's Cookbook

Exploring the Foundational Principles Behind Good Game Design

UNDERSTANDING OPERATING SYSTEMS provides a basic understanding of operating systems theory, a comparison of the major operating systems in use, and a description of the technical and operational tradeoffs inherent in each. The effective two-part organization covers the theory of operating systems, their historical roots, and their conceptual basis (which does not change substantially), culminating with how these theories are applied in the specifics of five operating systems (which evolve constantly). The authors explain this technical subject in a not-so-technical manner, providing enough detail to illustrate the complexities of stand-alone and networked operating systems. UNDERSTANDING OPERATING SYSTEMS is written in a clear, conversational style with concrete examples and illustrations that readers easily grasp.

The Unity Engine Tutorial for Any Game Creator Ę Unity is now the world's #1 game engine, thanks to its affordability, continuous improvements, and amazing global community. With Unity, you can design, code, and author your game once, and then deploy it to multiple platforms, reaching huge audiences and earning maximum returns. Learning 2D Game Development with Unity® will help you master Unity and build powerful skills for success in today's game industry. It also includes a bonus rundown of the new GUI tools introduced in Unity's version 4.6 beta. Ę With this indispensable guide, you'll gain a solid, practical understanding of the Unity engine as you build a complete, 2D platform-style game, hands-on. The step-by-step project will get you started fast, whether you're moving to Unity from other engines or are new to game development. Ę This tutorial covers the entire development process, from initial concept, plans, and designs to the final steps of building and deploying your game. It illuminates Unity's newly integrated 2D toolset, covering sprites, 2D physics, game scripts, audio, and animations. Throughout, it focuses on the simplest and lowest-cost approaches to game development, relying on free software and assets. Everything you'll need is provided. Ę Register your book at informit.com/title/9780321957726 to access assets, code listings, and video tutorials on the companion website. Ę Learn How To Set up your Unity development environment and navigate its tools Create and import assets and packages you can add to your game Set up game sprites and create atlas sheets using the new Unity 2D tools Animate sprites using keyframes, animation controllers, and scripting Build a 2D game world from beginning to end Establish player control Construct movements that "feel right" Set up player physics and colliders Create and apply classic gameplay systems Implement hazards and tune difficulty Apply audio and particle effects to the game Create intuitive game menus and interface elements Debug code and provide smooth error handling Organize game resources and optimize game performance Publish your game to the web for others to see and play Ę

Master C++ "The Qt Way" with Modern Design Patterns and Efficient Reuse This fully updated, classroom-tested book teaches C++ "The Qt Way," emphasizing design patterns and efficient reuse. Readers will master both the C++ language and Qt libraries, as they learn to develop maintainable software with well-defined code layers and simple, reusable classes and functions. Every chapter of this edition has been improved with new content, better organization, or both. Readers will find extensively revised coverage of QObjects, Reflection, Widgets, Main Windows, Models and Views, Databases, Multi-Threaded Programming, and Reflection. This edition introduces the powerful new Qt Creator IDE; presents new multimedia APIs; and offers extended coverage of Qt Designer and C++ Integration. It has been restructured to help readers start writing software immediately and write robust, effective software sooner. The authors introduce several new design patterns, add many quiz questions and labs, and present more efficient solutions relying on new Qt features and best practices. They also provide an up-to-date C++ reference section and a complete application case study. Master C++ keywords, literals, identifiers, declarations, types, and type conversions. Understand classes and objects, organize them, and describe their interrelationships. Learn consistent programming style and naming rules. Use lists, functions, and other essential techniques. Define inheritance relationships to share code and promote reuse. Learn how code libraries are designed, built, and reused. Work with QObject, the base class underlying much of Qt. Build graphical user interfaces with Qt widgets. Use templates to write generic functions and classes. Master advanced reflective programming techniques. Use the Model-View framework to cleanly separate data and GUI classes. Validate input using regular expressions and other techniques. Parse XML data with SAX, DOM, and QDomStreamReader. Master today's most valuable creational and structural design patterns. Create, use, monitor, and debug processes and threads. Access databases with Qt's SQL classes. Manage memory reliably and efficiently. Understand how to effectively manage QThreads and use QtConcurrent algorithms. Click here to obtain supplementary materials for this book.

The Most Complete, Easy-to-Follow Guide to Ubuntu Linux The #1 Ubuntu server resource, fully updated for Ubuntu 10.4 (Lucid Lynx)–the Long Term Support (LTS) release many companies will rely on for years! Updated JumpStarts help you set up Samba, Apache, Mail, FTP, NFS, OpenSSH, DNS, and other complex servers in minutes Hundreds of up-to-date examples, plus comprehensive indexes that deliver instant access to answers you can trust Mark Sobell's A Practical Guide to Ubuntu Linux®, Third Edition, is the most thorough and up-to-date reference to installing, configuring, and working with Ubuntu, and also offers comprehensive coverage of servers—critical for anybody interested in unleashing the full power of Ubuntu. This edition has been fully updated for Ubuntu 10.04 (Lucid Lynx), a milestone Long Term Support (LTS) release, which Canonical will support on desktops until 2013 and on servers until 2015. Sobell walks you through every essential feature and technique, from installing Ubuntu to working with GNOME, Samba, exim4, Apache, DNS, NFS, LDAP, g ufw, firestarter, iptables, even Perl scripting. His exceptionally clear explanations demystify everything from networking to security. You'll find full chapters on running Ubuntu from the command line and desktop (GUI), administrating systems, setting up networks and internet servers, and much more. Fully updated JumpStart sections help you get complex servers running—often in as little as five minutes. Sobell draws on his immense Linux knowledge to explain both the "hows" and the "whys" of Ubuntu. He's taught hundreds of thousands of readers and never forgets what it's like to be new to Linux. Whether you're a user, administrator, or programmer, you'll find everything you need here—now, and for many years to come. The world's most practical Ubuntu Linux book is now even more useful! This book delivers Hundreds of easy-to-use Ubuntu examples Important networking coverage, including DNS, NFS, and Cacti Coverage of crucial Ubuntu topics such as sudo and the Upstart init daemon More detailed, usable coverage of internet server configuration, including Apache (Web) and exim4 (email) servers State-of-the-art security techniques, including up-to-date firewall setup techniques using gufw and iptables, and a full chapter on OpenSSH A complete introduction to Perl scripting for automated administration Deeper coverage of essential admin tasks—from managing users to CUPS printing, configuring LANs to building a kernel Complete instructions on keeping Ubuntu systems up-to-date using aptitude, Synaptic, and the Software Sources window And much more...including a 500+ term glossary Includes DVD! Get the full version of Lucid Lynx, the latest Ubuntu LTS release!

The Design and Implementation of the FreeBSD Operating System

Domain-driven Design

OPNET IoT Simulation

NoSQL Distilled

A Hands-On Guide to the Fundamentals of Modern JavaScript

Computer Security

A Tour of C++

With the award-winning book *Agile Software Development: Principles, Patterns, and Practices*, Robert C. Martin helped bring Agile principles to tens of thousands of Java and C++ programmers. Now .NET programmers have a definitive guide to agile methods with this completely updated volume from Robert C. Martin and Micah Martin, *Agile Principles, Patterns, and Practices in C#*. This book presents a series of case studies illustrating the fundamentals of Agile development and Agile design, and moves quickly from UML models to real C# code. The introductory chapters lay out the basics of the agile movement, while the later chapters show proven techniques in action. The book includes many source code examples that are also available for download from the authors' Web site. Readers will come away from this book understanding Agile principles, and the fourteen practices of Extreme Programming Spiking, splitting, velocity, and planning iterations and releases Test-driven development, test-first design, and acceptance testing Refactoring with unit testing Pair programming Agile design and design smells The five types of UML diagrams and how to use them effectively Object-oriented package design and design patterns How to put all of it together for a real-world project Whether you are a C# programmer or a Visual Basic or Java programmer learning C#, a software development manager, or a business analyst, *Agile Principles, Patterns, and Practices in C#* is the first book you should read to understand agile software and how it applies to programming in the .NET Framework.

SysML DistilledA Brief Guide to the Systems Modeling LanguagePearson Education

The topics covered in this book range from modeling and programming languages and environments, via approaches for design and verification, to issues of ethics and regulation. In terms of techniques, there are results on model-based engineering, product lines, mission specification, component-based development, simulation, testing, and proof. Applications range from manufacturing to service robots, to autonomous vehicles, and even robots than evolve in the real world. A final chapter summarizes issues on ethics and regulation based on discussions from a panel of experts. The origin of this book is a two-day event, entitled RoboSoft, that took place in November 2019, in London. Organized with the generous support of the Royal Academy of Engineering and the University of York, UK, RoboSoft brought together more than 100 scientists, engineers and practitioners from all over the world, representing 70 international institutions. The intended readership includes researchers and practitioners with all levels of experience interested in working in the area of robotics, and software engineering more generally. The chapters are all self-contained, include explanations of the core concepts, and finish with a discussion of directions for further work. Chapters 'Towards Autonomous Robot Evolution', 'Composition, Separation of Roles and Model-Driven Approaches as Enabler of a Robotics Software Ecosystem' and 'Verifiable Autonomy and Responsible Robotics' are available open access under a Creative Commons Attribution 4.0 International License via link.springer.com.

Want to start building great web games with HTML5 and JavaScript? Moving from Flash or other game platforms? Already building HTML5 games and want to get better and faster at it? This guide brings together everything you need: expert guidance, sample projects, and working code! Evan Burchard walks you step-by-step through quickly building 10 popular types of games. Each chapter implements a game within a well-understood genre; introduces a different free, open source, and easy-to-use HTML5 game engine; and is accompanied with full JavaScript source code listings. Each game recipe uses tested and well-proven patterns that address the development challenges unique to that genre, and shows how to use existing tools and engines to build complete substantial game projects in just hours. Need a quick JavaScript primer? Evan Burchard provides that, too! Coverage includes • Mastering an essential HTML5/JavaScript game development toolset: browser, text editor, terminal, JavaScript console, game engine, and more • Accelerating development with external libraries and proven patterns • Managing browser differences between IE, Firefox, and Chrome • Getting up to speed on web development with a QUIZ game built with JavaScript, HTML, CSS, and JQuery • Creating INTERACTIVE FICTION "gamebooks" that leverage new CSS3 features and impress.js • Building PARTY games around the lightweight atom.js engine • Developing PUZZLE games with the easel.js graphics rendering engine • Writing PLATFORMERS with melon.js and its integrated tilemap editor • Coding intense 2-player FIGHTING games for web browsers with game.js • Building a SPACE SHOOTER with the jQuery-based gameQuery game engine • Implementing pseudo-3D techniques like ray casting for an FPS (First Person Shooter) style game • Producing a 16 bit RPG (Role Playing Game) complete with interfaces for dialog, inventories, and turn-based battles with enchant.js • Building an Isometric RTS (Real Time Strategy) game that incorporates server components along with node.js, socket.io, and crafty.js • Engaging players with content that encourages exploration Turn to *The Web Game Developer's Cookbook* for proven, expert answers—and the code you need to implement them. It's all you need to jumpstart any web game project!

Learning Node.js

Linux Administration Handbook

Practical Object-oriented Design in Ruby

Learning IOS Development

An App-driven Approach

A Hands-On Guide to Game Creation

Rules of Thumb in Engineering Practice

This complete tutorial and reference assumes no previous knowledge of C, C++, objects, or patterns. Readers will walk through every core concept, one step at a time, learning through an extensive collection of Qt 4.1-tested examples and exercises.

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Learning Node.js brings together the knowledge and JavaScript code needed to build master the Node.js platform and build server-side applications with extraordinary speed and scalability. You'll start by installing and running Node.js, understanding the extensions it uses, and quickly writing your first app. Next, building on the basics, you'll write more capable application servers and extend them with today's most powerful Node.js tools and modules. Finally, you'll discover today's best practices for testing, running Node.js code on production servers, and writing command-line utilities. Throughout the book, author Marc Wandschneider teaches by walking the reader line-by-line through carefully crafted examples, demonstrating proven techniques for creating highly efficient applications and servers. The second edition updates coverage of Node.js to reflect changes in the technology and how it is used in the three years since the first edition was published: Explanation of Node's new versioning scheme Updated coverage of Streams New coverage of installation using pre-build installers rather than from source code New coverage of Mongoose in the section on MongoDB New information about deploying Node on Heroku and Azure Expansion of coverage on testing If you're a developer who wants to build server-side web applications with Node.js, Learning Node.js is your fastest route to success. Build Node.js solutions that leverage current JavaScript skills Master Node.js nonblocking IO and async programming Handle more requests and increase an application's flexibility Use and write modules Perform common JSON/web server tasks Use browsers to generate pages on the fly via Ajax calls and template libraries Simplify development with the Express framework Create database back-ends using popular NoSQL and relational databases Deploy and run Node.js apps on Unix/macOS or Windows servers Deploy apps to Heroku and Microsoft Azure Support virtual hosts and SSL/HTTPS security Test Node.js programs that mix synchronous, async, and RESTful server API functionality Teaches Android programming through structured exercises that cover the entire development process, guiding readers through building a mobile biking app that can track mileage and routes.