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There are plenty of books that show you how to write applications in a specific language. They explain the nuts and bolts of the syntax and the use of the tools to build applications with the latest features and functionality available. There are also a number of fine books that show you how to be "a computer consultant." But there are a whole host of issues specific to the business of writing, delivering and supporting custom software systems. This is the only book that will take you on a step-by-step tour of the entire process. "DevGuide 3", with over 150 pages of new material, shows you how to do "The Other 90%" of the work involved in producing custom software applications. **Effective Software Testing** is a hands-on guide to creating bug-free software. Written for developers, it guides you through all the different types of testing, from single units up to entire components. You'll also learn how to engineer code that facilitates testing and how to write easy-to-maintain test code. Offering a thorough, systematic approach, this book includes annotated source code samples, realistic scenarios, and reasoned explanations. The European Molecular Biology Open Software Suite (EMBOSS) is a high quality, well documented package of open source software tools for molecular biology. EMBOSS includes extensive and extensible C programming libraries, providing a powerful and robust toolkit for developing new bioinformatics tools from scratch. The EMBOSS Developer's Guide is the official and definitive guide to developing software under EMBOSS. It includes comprehensive reference information and guidelines, including step-by-step instructions and real-world code examples: • Learn how to write fully-featured tools guided by the people who developed EMBOSS • Step-by-step guide to writing EMBOSS applications, illustrated

with functional, deployed code • ACD file development - learn how to customise existing tools without coding, or design and write entirely new application interfaces • EMBOSS API programming guidelines - quickly master application development • Wrapping and porting applications under EMBOSS - learn how to incorporate third-party tools This guide combines the proven tutorial approach to teaching SQL with a collection of major SQL statements with example code for five major database systems: SQL Server, Oracle, DB2, MySQL and Access. Learn to integrate programming with good documentation. This book teaches you the craft of documentation for each step in the software development lifecycle, from understanding your users' needs to publishing, measuring, and maintaining useful developer documentation. Well-documented projects save time for both developers on the project and users of the software. Projects without adequate documentation suffer from poor developer productivity, project scalability, user adoption, and accessibility. In short: bad documentation kills projects. Docs for Developers demystifies the process of creating great developer documentation, following a team of software developers as they work to launch a new product. At each step along the way, you learn through examples, templates, and principles how to create, measure, and maintain documentation—tools you can adapt to the needs of your own organization. What You'll Learn Create friction logs and perform user research to understand your users' frustrations Research, draft, and write different kinds of documentation, including READMEs, API documentation, tutorials, conceptual content, and release notes Publish and maintain documentation alongside regular code releases Measure the success of the content you create through analytics and user feedback Organize larger sets of documentation to help users find the right information at the right time Who This Book Is For Ideal for software developers who need to create documentation alongside code, or for technical writers, developer advocates, product managers, and other technical roles that create and contribute to documentation for their products and services. This unique book provides you with a wealth of tips, tricks, best practices, and answers to the day-to-day questions that programmers face in their careers. It is split into three parts: Coder Skills, Freelancer Skills, and Career Skills, providing the knowledge you need to get ahead in programming. About This Book Over 50 essays with practical advice on improving your programming career Practical focus gives solutions to common problems, and methods to become a better coder Includes advice for existing programmers and those wanting to begin a career in programming Who This Book Is For This book is useful for programmers of any ability or discipline. It has advice for those thinking about beginning a career in programming, those already working as a fully employed programmer, and for those working as freelance developers. What You Will Learn Improve your soft skills to become a better and

happier coder Learn to be a better developer Grow your freelance development business Improve your development career Learn the best approaches to breaking down complex topics Have the confidence to charge what you're worth as a freelancer Succeed in developer job interviews In Detail This is an all-purpose toolkit for your programming career. It has been built by Jordan Hudgens over a lifetime of coding and teaching coding. It helps you identify the key questions and stumbling blocks that programmers encounter, and gives you the answers to them! It is a comprehensive guide containing more than 50 insights that you can use to improve your work, and to give advice in your career. The book is split up into three topic areas: Coder Skills, Freelancer Skills, and Career Skills, each containing a wealth of practical advice. Coder Skills contains advice for people starting out, or those who are already working in a programming role but want to improve their skills. It includes such subjects as: how to study and understand complex topics, and getting past skill plateaus when learning new languages. Freelancer Skills contains advice for developers working as freelancers or with freelancers. It includes such subjects as: knowing when to fire a client, and tips for taking over legacy applications. Career Skills contains advice for building a successful career as a developer. It includes such subjects as: how to improve your programming techniques, and interview guides and developer salary negotiation strategies. Style and approach This unique book provides over 50 insightful essays full of practical advice for improving your programming career. The book is split into three broad sections covering different aspects of a developer's career. Each essay is self-contained and can be read individually, or in chunks. Build smarter and efficient database application systems for your organization with SQL Server 2017 Key Features Build database applications by using the development features of SQL Server 2017 Work with temporal tables to get information stored in a table at any time Use adaptive querying to enhance the performance of your queries Book Description Microsoft SQL Server 2017 is the next big step in the data platform history of Microsoft as it brings in the power of R and Python for machine learning and containerization-based deployment on Windows and Linux. Compared to its predecessor, SQL Server 2017 has evolved into Machine Learning with R services for statistical analysis and Python packages for analytical processing. This book prepares you for more advanced topics by starting with a quick introduction to SQL Server 2017's new features and a recapitulation of the possibilities you may have already explored with previous versions of SQL Server. The next part introduces you to enhancements in the Transact-SQL language and new database engine capabilities and then switches to a completely new technology inside SQL Server: JSON support. We also take a look at the Stretch database, security enhancements, and temporal tables. Furthermore, the book focuses on implementing advanced topics, including Query Store, columnstore indexes, and In-Memory OLTP. Towards the end of the book, you'll be introduced to R and how to use the R language with Transact-SQL for data exploration and

analysis. You'll also learn to integrate Python code in SQL Server and graph database implementations along with deployment options on Linux and SQL Server in containers for development and testing. By the end of this book, you will have the required information to design efficient, high-performance database applications without any hassle. What you will learn Explore the new development features introduced in SQL Server 2017 Identify opportunities for In-Memory OLTP technology Use columnstore indexes to get storage and performance improvements Exchange JSON data between applications and SQL Server Use the new security features to encrypt or mask the data Control the access to the data on the row levels Discover the potential of R and Python integration Model complex relationships with the graph databases in SQL Server 2017 Who this book is for Database developers and solution architects looking to design efficient database applications using SQL Server 2017 will find this book very useful. In addition, this book will be valuable to advanced analysis practitioners and business intelligence developers. Database consultants dealing with performance tuning will get a lot of useful information from this book as well. Some basic understanding of database concepts and T-SQL is required to get the best out of this book. "The purpose of this book is to give advice and direction to Db2 application developers and programmers on writing efficient, well-performing programs ... The material is written for all Db2 professionals, whether you are coding on z/OS (the mainframe) or on Linux, Unix or Windows. When there are pertinent differences between the platforms it is explained in the text. The focus of the book is on programming, coding and developing applications"-- Harness the full power of the Visual Studio IDE to take your coding skills to the next level by learning about IDE productivity practices and exclusive techniques Key Features Increase your productivity by leveraging Visual Studio 2019's improvements and features Explore powerful editing, code intelligence, and source code control features to increase productivity Delve into VS's powerful, untapped features such as custom project templates and extensions Book Description Visual Studio 2019 (VS 2019) and Visual Studio Code (VS Code) are powerful professional development tools that help you to develop applications for any platform with ease. Whether you want to create web, mobile, or desktop applications, Microsoft Visual Studio is your one-stop solution. This book demonstrates some of the most sophisticated capabilities of the tooling and shows you how to use the integrated development environment (IDE) more efficiently to be more productive. You'll begin by gradually building on concepts, starting with the basics. The introductory chapters cover shortcuts, snippets, and numerous optimization tricks, along with debugging techniques, source control integration, and other important IDE features that will help you make your time more productive. With that groundwork in place, more advanced concepts such as the inner workings of project and item templates are covered. You will also learn how to write quality, secure code more efficiently as well as discover how certain Visual Studio features

work 'under the hood'. By the end of this Visual Studio book, you'll have learned how to write more secure code faster than ever using your knowledge of the extensions and processes that make developing successful solutions more enjoyable and repeatable. What you will learn Understand the similarities and differences between VS 2019 and VS Code Get to grips with numerous keyboard shortcuts to improve efficiency Discover IDE tips and tricks that make it easier to write code Experiment with code snippets that make it easier to write repeating code patterns Find out how to customize project and item templates with the help of hands-on exercises Use Visual Studio extensions for ease and improved productivity Delve into Visual Studio's behind the scene operations Who this book is for This book is for C# and .NET developers who want to become more efficient and take advantage of features they may not be aware of in the IDE. Those looking to increase their productivity and write quality code more quickly by fully utilizing the power of the Visual Studio IDE will also find this book useful. Mac OS X, Apple's newest operating system for the Macintosh platform, is profoundly different from its earlier versions because of its similarity to the UNIX operating system. For developers writing software for OS X this means adjusting to two new environments to create applications and to access the enhanced features of the new OS, Cocoa and Carbon. Cocoa is an object-oriented API in which all future OS X programs will be written. Carbon is a transitional technology allowing compatibility of applications written for earlier versions of the Mac OS with Mac OS X. Mac OS X Developer's Guide focuses equally on Cocoa and Carbon, guiding the reader through these technologies and showing how to write applications in both. It is the first book for Mac OS X developers written for those who are already working on applications, as well as new developers just getting started. It starts off describing the new OS and its development tools then focuses on specific programming issues, providing tips on making the transition from classic Mac OS code to Mac OS X. \* A guide for developers already writing applications as well as new developers just getting started \* Focuses equally on both Cocoa and Carbon environments \* Provides tips on transitioning from writing code for classic Mac OS to OS X \* References Apple online materials extensively, to keep developers up to speed on changes A comprehensive, illustrative guide to Form-Based Codes "This volume describes in clear argument and significant detail the issues and techniques associated with the design and management of Form-Based Codes as an antidote to zoning and sprawl. Reading it and putting it to practice is an excellent point of departure for individuals and municipalities to safeguard and to grow their communities." - From the Foreword by noted architect and urbanist Stefanos Polyzoides Form-Based Codes are the latest evolutionary step in the practice of development and land-use regulation. A growing alternative to conventional zoning laws, Form-Based Codes go beyond land use to address not just the physical form of buildings but also surrounding streets, blocks, and public spaces in order to create, protect, and revitalize sustainable communities. Written by three recognized leaders in the field of New

Urbanism, including an urban planner and an architect, this book is the first to address this subject comprehensively. After defining Form-Based Codes and explaining why they are a necessary alternative to conventional zoning regulations, the authors detail the various components of Form-Based Codes and then go step by step through the process of creating and implementing them. Finally, a series of case studies illustrates best practice applications of Form-Based Coding at various scales from county-wide to site specific, and various project types from city-wide development code replacement to the preservation or evolution of downtowns. This timely and accessible text features:

- \* More than 200 clear illustrations of Form-Based Codes
- \* Studies of real-world applications of Form-Based Coding by leading planners, urban designers, and architects

Form-Based Codes is a must-read for today's urban designers, urban planners, architects, and anyone with a vested interest in utilizing the latest regulatory tool to help create compact, walkable, and sustainable communities. Graduate to the next level of Palm programming

**Advanced Palm(TM) Programming Professional Developer's Guide** If you've been looking for an expert guide to Palm programming that goes beyond the basics, here it is. This book shows you how to create real-world applications that will put you at the forefront of development for the most rapidly growing OS in handheld computing. Pioneering Palm software developers Mann and Rischpater walk you through the source code for their programming examples, teaching you both about algorithms that solve problems specific to the Palm OS and more general purpose application-level programs. In stand-alone chapters designed for easy reference, they provide:

- \* A practical modest-precision trigonometric library
- \* Routines for floating-point data entry, formatting, and conversion
- \* An application to create Palm database (PDB) files on the desktop
- \* Map display applications with rich graphics support
- \* Simple yet powerful global searching techniques for Palm devices
- \* Guidance for building a transport-independent communications API
- \* Solutions for quickly accessing records in large databases
- \* Debugging techniques for the Palm OS

The CD-ROM contains complete source code for all the programming samples in the book.

**Professional Developer's Guides** The Professional Developer's Guide series provides the first in-depth look at recent or emerging programming technologies. Experienced programmers and developers will find comprehensive coverage of new programming standards as well as code, sample programs, developer's tools, and applications that will make learning a new programming language much easier. This book is the "Hello, World" tutorial for building products, technologies, and teams in a startup environment. It's based on the experiences of the author, Yevgeniy (Jim) Brikman, as well as interviews with programmers from some of the most successful startups of the last decade, including Google, Facebook, LinkedIn, Twitter, GitHub, Stripe, Instagram, AdMob, Pinterest, and many others. Hello, Startup is a practical, how-to guide that consists of three parts: Products, Technologies, and Teams. Although at its core, this is a book for programmers, by programmers, only Part II

(Technologies) is significantly technical, while the rest should be accessible to technical and non-technical audiences alike. If you're at all interested in startups—whether you're a programmer at the beginning of your career, a seasoned developer bored with large company politics, or a manager looking to motivate your engineers—this book is for you. Machine generated contents note:

Chapter 1: Tcl/Tk Features  
Chapter 2: The Mechanics of Using the Tcl and Tk Interpreters  
Chapter 3: Introduction to the Tcl Language  
Chapter 4: File System, Disk I/O and Sockets  
Chapter 5: Using Strings and Lists  
Chapter 6: Basic list, array and dict  
Chapter 7: Advanced List, array and dict  
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Chapter 21: Debugging and Optimization techniques  
Chapter 22: Tips and Techniques

. Build and deploy modern and secure applications on Microsoft Azure by implementing best practices, patterns, and new technologies with this easy-to-follow guide

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**Key Features** Learn various methods to migrate legacy applications to cloud using different Azure services Implement continuous integration and deployment as a best practice for DevOps and agile development Get started with building cloud-based applications using containers and orchestrators in different scenarios

**Book Description** Companies face several challenges during cloud adoption, with developers and architects needing to migrate legacy applications and build cloud-oriented applications using Azure-based technologies in different environments. A Developer's Guide to Cloud Apps Using Microsoft Azure helps you learn how to migrate old apps to Azure using the Cloud Adoption Framework and presents use cases, as well as build market-ready secure and reliable applications. The book begins by introducing you to the benefits of moving legacy apps to the cloud and modernizing existing ones using a set of new technologies and approaches. You'll then learn how to use technologies and patterns to build cloud-oriented applications. This app development book takes you on a journey through three major services in Azure, namely Azure Container Registry, Azure Container Instances, and Azure Kubernetes Service, which will help you build and deploy an application based on microservices. Finally, you'll be able to implement continuous integration and deployment in Azure to fully automate the software delivery process, including the build and release processes. By the end of this book, you'll be able to perform application migration assessment and planning, select the right Azure services, and create and implement a new cloud-oriented application using Azure containers and orchestrators. What you will learn

Get to grips with new patterns and technologies used for cloud-native applications Migrate old applications and databases to Azure with ease Work with

containers and orchestrators to automate app deployment Select the right Azure service for deployment as per the use cases Set up CI/CD pipelines to deploy apps and services on Azure DevOps Leverage Azure App Service to deploy your first application Build a containerized app using Docker and Azure Container Registry

**Who this book is for** This book is for cloud developers, software architects, system administrators, developers, and computer science students looking to understand the new role of the software architect or developer in the cloud world. Professionals looking to enhance their cloud and cloud-native programming concepts will also find this book useful. A sound background in C#, ASP.NET Core, and Visual Studio (any recent version) and basic knowledge of cloud computing will be helpful. Go beyond basic testing! Great software testing makes the entire development process more efficient. This book reveals a systemic and effective approach that will help you customize your testing coverage and catch bugs in tricky corner cases. In Effective Software Testing you will learn how to:

- Engineer tests with a much higher chance of finding bugs
- Read code coverage metrics and use them to improve your test suite
- Understand when to use unit tests, integration tests, and system tests
- Use mocks and stubs to simplify your unit testing
- Think of pre-conditions, post-conditions, invariants, and contracts
- Implement property-based tests
- Utilize coding practices like dependency injection and hexagonal architecture that make your software easier to test
- Write good and maintainable test code

Effective Software Testing teaches you a systematic approach to software testing that will ensure the quality of your code. It's full of techniques drawn from proven research in software engineering, and each chapter puts a new technique into practice. Follow the real-world use cases and detailed code samples, and you'll soon be engineering tests that find bugs in edge cases and parts of code you'd never think of testing! Along the way, you'll develop an intuition for testing that can save years of learning by trial and error. About the technology Effective testing ensures that you'll deliver quality software. For software engineers, testing is a key part of the development process. Mastering specification-based testing, boundary testing, structural testing, and other core strategies is essential to writing good tests and catching bugs before they hit production. About the book Effective Software Testing is a hands-on guide to creating bug-free software. Written for developers, it guides you through all the different types of testing, from single units up to entire components. You'll also learn how to engineer code that facilitates testing and how to write easy-to-maintain test code. Offering a thorough, systematic approach, this book includes annotated source code samples, realistic scenarios, and reasoned explanations. What's inside Design rigorous test suites that actually find bugs

- When to use unit tests, integration tests, and system tests
- Pre-and post-conditions, invariants, contracts, and property-based tests
- Design systems that are test-friendly
- Test code best practices and test smells

About the reader The Java-based examples illustrate concepts you can use for any object-oriented language. About the author

Dr. Maurício Aniche is the Tech Academy Lead at Adyen and an Assistant Professor in Software Engineering at the Delft University of Technology. Table of Contents 1 Effective and systematic software testing 2 Specification-based testing 3 Structural testing and code coverage 4 Designing contracts 5 Property-based testing 6 Test doubles and mocks 7 Designing for testability 8 Test-driven development 9 Writing larger tests 10 Test code quality 11 Wrapping up the book Visual Basic has long been the language of choice when designing Windows-based applications and the Web. Touted as both the most popular and productive computing language, Visual Basic has amassed quite a following of devoted programmers, and is a sought after programming skill. With the introduction of .NET Enterprise, Microsoft launch VB.NET, offering a streamlined, simplified version of Visual Basic language. With increased power, scalability, functionality and reliability, VB.NET is positioned to be the most productive tool in a programmer's toolbox. VB.NET Developer's Guide is written for previous Visual Basic Programmers looking to harness the power of the new features and functionality incorporated in Visual Basic.NET. Timely coverage of newly released product which Visual Basic users will be eager to learn VB.NET Developer's Guide is one of the first comprehensive reference for programmers and developers anxious to learn about the new technology The Hitchhiker's Guide to Python takes the journeyman Pythonista to true expertise. More than any other language, Python was created with the philosophy of simplicity and parsimony. Now 25 years old, Python has become the primary or secondary language (after SQL) for many business users. With popularity comes diversity—and possibly dilution. This guide, collaboratively written by over a hundred members of the Python community, describes best practices currently used by package and application developers. Unlike other books for this audience, The Hitchhiker's Guide is light on reusable code and heavier on design philosophy, directing the reader to excellent sources that already exist. Iron Speed Designer is a software development tool to rapidly build database, forms, and reporting applications for .NET. Quickly create online forms, advanced data grids, sophisticated page controls and all the SQL - without hand-coding. Iron Speed Designer creates about 80% of an application's infrastructure programming, allowing you to focus on the remaining 20% of the application logic that is unique. Application Developer's Guide is a comprehensive companion to Iron Speed Designer. This guide is designed to assist developers in getting the most out of Iron Speed Designer. Topics include: Getting Started, Customizing Your Application, Customizing Page Layout, Extending Generated Application Code, Deploying Applications, Extending the Code Generator and Coding Examples and Layout Page Tutorial. A reference section includes a complete description of Elements, Tables and Properties Files. This short book is about code samples and how they can help you get the programming job you want. Code samples are a potentially useful tool for a job-seeking programmer at any stage of their career, but especially for the computer science student

who is graduating college. In this book, you'll see how to identify and craft the best possible code sample, see examples of code samples in C++ and C#, and learn from interviews with technical managers who hire programmers and software engineers who have successfully navigated the hiring process using their code samples. About the author: Ellen Guon Beeman teaches game software design and production as a Senior Lecturer at DigiPen Institute of Technology in Redmond, Washington. She is an expert and consultant in game software development and has worked on 50+ shipped games. She joined Origin to write and direct games in the Wing Commander series, and has also held salaried positions at Electronics Arts, Warner Bros., Microsoft, Gazillion, and Glu Mobile. As a freelance game designer, she worked on projects for Disney, Sega, Leapfrog Toys, and other companies. Prior to her games career, Ellen was a television writer, and she also has published four fantasy and science fiction novels and numerous short stories. Ellen has been a frequent speaker at the Game Developer Conference, PAX and PAX Dev, and other game industry events. Developers who design and program USB devices have a new resource in the fifth edition of USB Complete: The Developer's Guide. This edition adds an introduction to USB 3.1 and SuperSpeedPlus bus, which offers a 2x increase in bus speed over USB 3.0's SuperSpeed. For designs that don't require USB 3.1's capabilities, the book also covers USB 2.0 technology and applications. USB Complete Fifth Edition bridges the gap between the technical specifications and the real world of design and programming. Author Jan Axelson distills the fundamentals of the protocols and guides developers in choosing device hardware, deciding whether to target a USB class driver or another host driver, and writing device firmware and host applications. Example code in Visual C# shows how to detect and access USB devices and how to program and communicate with vendor-defined devices that use the human-interface-device (HID) class driver and Microsoft's WinUSB driver. Also covered are how to use bus power, including new advanced power delivery capabilities, wireless communications for USB devices, and developing embedded hosts, including dual-role USB On-The-Go devices. Programmers and hardware designers can rely on USB Complete's Fifth Edition to help get projects up and running quickly. Students and hobbyists will learn how to use the interface built into every PC. Instructors will find inspiration and guidance for class projects. Updated for JavaFX 1.3 The JavaFX platform makes it possible to write applications that can be deployed across devices ranging from cell phones to desktops, with little or no change required. JavaFX applications are written using JavaFX Script, a new and easy-to-use scripting language. Kim Topley's JavaFX™ Developer's Guide thoroughly covers the JavaFX language and its core libraries and shows you step by step how to develop and deliver JavaFX applications for the desktop and for mobile devices. It provides complete coverage of all aspects of the language, including Language syntax Tools you can use to develop, debug, and deploy JavaFX applications User interface classes Animation How to play audio and video How to use

RESTful Web services and databases to retrieve the data for your application How to create custom components Transformations User interface basics, attributes, events, and controls JavaFX and networking JavaFX development with NetBeans and Eclipse Packaging and deployment Topley highlights critical topics that other books gloss over, presents detailed examples that stretch JavaFX to its limits, and shows you exactly how to build on the skills you already have. Whether you've been focused on HTML/XML/CSS Web development or Java Swing, this book will help you get outstanding results with JavaFX. Customizing Alfresco with actions, web scripts, web forms, workflows, and more 0672324806. The definitive guide to the latest version of Borlands powerful C++Builder. Provides complete coverage of C++Builder Web Services development, now a key component of C++Builder. Borland C++Builder remains best in class IDE over the past 5 years for C++ solutions. Written by a team of top C++Builder experts with expertise in a variety of technical areas related to C++ application development. C++Builder 6 Developers Guide is revised for the latest version of C++Builder, the biggest update to C++Builder in years. C++Builder is an ANSI C++ IDE. The version 6 adds BizShape, a tool to build Web Services using XML/SOAP, .NET, and BizTalk from Microsoft, and SunONE from Sun Microsystems. Other new components include WebSnap for Web application development, DataSnap for database development, and CLX, which allows cross-platform development for Unix and Linux. The new NetCLX Internet components allow development of cross-platform applications with Apache, Microsoft IIS, and Netscape Web Server applications. C++Builder 6 Developers Guide continues as the definitive guide for Borlands C++Builder, providing a clear and concise reference for C++ developers. C++Builder Developers Guide is a unique combination of over 35 C++Builder experts from around the globe. This team brings hundreds of thousands of working hours in professional software development to the creation of this extensive work. Leading the team are Jarrod Hollingworth, Bob Swart, Mark Cashman, and Paul Gustavson. Jarrod is running Backslash (<http://www.backslash.com;au>), loping software applications for the Internet and key business sectors and working as a software development consultant. Bob (aka. Dr. Bob) is an internationally recognized UK Borland Connections member and an independent technical author, trainer, and consultant using C++Builder, Kylix, and Delphi based in The Netherlands. Mark Cashman is an independent C++ developer in the U.S. Paul Gustavson lives in Virginia and is a senior systems engineer for Synetics, Inc., a U.S.-based company providing knowledge management, systems engineering, and enterprise management services. Over the last ten years, the ARM architecture has become one of the most pervasive architectures in the world, with more than 2 billion ARM-based processors embedded in products ranging from cell phones to automotive braking systems. A world-wide community of ARM developers in semiconductor and product design companies includes software developers, system designers and hardware engineers. To



date no book has directly addressed their need to develop the system and software for an ARM-based system. This text fills that gap. This book provides a comprehensive description of the operation of the ARM core from a developer's perspective with a clear emphasis on software. It demonstrates not only how to write efficient ARM software in C and assembly but also how to optimize code. Example code throughout the book can be integrated into commercial products or used as templates to enable quick creation of productive software. The book covers both the ARM and Thumb instruction sets, covers Intel's XScale Processors, outlines distinctions among the versions of the ARM architecture, demonstrates how to implement DSP algorithms, explains exception and interrupt handling, describes the cache technologies that surround the ARM cores as well as the most efficient memory management techniques. A final chapter looks forward to the future of the ARM architecture considering ARMv6, the latest change to the instruction set, which has been designed to improve the DSP and media processing capabilities of the architecture. \* No other book describes the ARM core from a system and software perspective. \* Author team combines extensive ARM software engineering experience with an in-depth knowledge of ARM developer needs. \* Practical, executable code is fully explained in the book and available on the publisher's Website. \* Includes a simple embedded operating system. You're already a great coder, but awesome coding chops aren't always enough to get you through your toughest projects. You need these 50+ nuggets of wisdom. Veteran programmers: reinvigorate your passion for developing web applications. New programmers: here's the guidance you need to get started. With this book, you'll think about your job in new and enlightened ways. The Developer's Code isn't about the code you write, it's about the code you live by. There are no trite superlatives here. Packed with lessons learned from more than a decade of software development experience, author Ka Wai Cheung takes you through the programming profession from nearly every angle to uncover ways of sustaining a healthy connection with your work. You'll see how to stay productive even on the longest projects. You'll create a workflow that works with you, not against you. And you'll learn how to deal with clients whose goals don't align with your own. If you don't handle them just right, issues such as these can crush even the most seasoned, motivated developer. But with the right approach, you can transcend these common problems and become the professional developer you want to be. In more than 50 nuggets of wisdom, you'll learn: Why many traditional approaches to process and development roles in this industry are wrong - and how to sniff them out. Why you must always say "no" to the software pet project and open-ended timelines. How to incorporate code generation into your development process, and why its benefits go far beyond just faster code output. What to do when your client or end user disagrees with an approach you believe in. How to pay your knowledge forward to future generations of programmers through teaching and evangelism. If you're in this industry for the long run, you'll be coming back to this book

again and again. "JBuilder Developer's Guide" provides comprehensive coverage of JBuilder from the practitioner's viewpoint. The authors develop a consolidated application throughout the chapters, allowing conceptual cohesion and illustrating the use of JBuilder to build 'real-world' applications. The examples can be compiled and run under JBuilder Personal edition, a free edition of JBuilder. "JBuilder Developer's Guide" is not version specific but explains the latest JBuilder 6, 7, and 8 features such as enterprise J2EE application development, CORBA, SOAP, XML tools, Enterprise JavaBeans, JavaServer Pages/Servlets, and JavaBeans technology. JBuilder repeatedly wins "developer's choice" awards as the best visual tool for developing Java applications. Shows Java developers everything they need to know to build Java database applications with MySQL. Takes a hands-on, code-intensive approach in which readers will learn how to build a sophisticated Web database management application. Begins with a review of the fundamentals of MySQL. Explains using Java's JDBC with MySQL, as well as servlet and JSP programming with MySQL. Provides a code-rich tutorial on how to build the sample Java database application using EJBs. The companion Web site provides the full code examples plus links to useful sites. In The Developer's Guide to Social Programming, Mark Hawker shows developers how to build applications that integrate with the major social networking sites. Unlike competitive books that focus on a single social media platform, this book covers all three leading platforms: Facebook, OpenSocial, and Twitter. Hawker identifies the characteristics of superior, highly engaging social media applications, and shows how to use the Facebook platform, Google Friend Connect, and the Twitter API to create them. You'll find practical solutions and code for addressing many common social programming challenges, from site registration to search, blog commenting to creating location-based applications. Hawker concludes by walking you through building a complete, integrated social application: one that works seamlessly across all leading platforms, and draws on powerful features from each. Coverage includes Working with the Twitter API, including the Search API, Lists API, and Retweets API Authenticating users with Twitter OAuth Mastering the Facebook API, FQL, and XFBML Utilizing the Facebook JavaScript Library for creating dynamic content, and animation Exploring the Google Friend Connect JavaScript API, and integrating with the OpenSocial API Using Facebook's tools for sharing, social commenting, stream publishing, and live conversation Using the PHP OpenSocial Client Library with Google Friend Connect Creating, testing, and submitting Google Friend Connect gadgets DB2 Developer's Guide is the field's #1 go-to source for on-the-job information on programming and administering DB2 on IBM z/OS mainframes. Now, three-time IBM Information Champion Craig S. Mullins has thoroughly updated this classic for DB2 v9 and v10. Mullins fully covers new DB2 innovations including temporal database support; hashing; universal tablespaces; pureXML; performance, security and governance improvements; new data types, and much more. Using current versions of DB2

for z/OS, readers will learn how to: \* Build better databases and applications for CICS, IMS, batch, CAF, and RRSAP \* Write proficient, code-optimized DB2 SQL \* Implement efficient dynamic and static SQL applications \* Use binding and rebinding to optimize applications \* Efficiently create, administer, and manage DB2 databases and applications \* Design, build, and populate efficient DB2 database structures for online, batch, and data warehousing \* Improve the performance of DB2 subsystems, databases, utilities, programs, and SQL stat DB2 Developer's Guide, Sixth Edition builds on the unique approach that has made previous editions so valuable. It combines: \* Condensed, easy-to-read coverage of all essential topics: information otherwise scattered through dozens of documents \* Detailed discussions of crucial details within each topic \* Expert, field-tested implementation advice \* Sensible examples This book was created to teach you all about creating and distributing apps for elementary OS. What We Will & Won't Cover We're going to assume you have absolutely no experience in writing apps for elementary OS. But we will assume you have some basic programming knowledge and hopefully a little experience in Vala—or at least similarly-syntaxed languages. If you're not familiar with Vala, we encourage you to brush up on it before reading this book. GNOME's Vala Tutorial is a good place to start. We're also not covering design too much in this guide; that's what the Human Interface Guidelines (HIG) are for, and you're highly encouraged to take a look at them before beginning your app. We're going to assume you have a basic knowledge of—or at least a quick link to—the HIG and focus more on coding. We're going to cover several tasks including: building apps using GTK+, Granite, and other tech available in elementary OS; setting up a build system; hosting your code for collaborative development; packaging and distributing your new app; and more. Imagine You're Learning to Drive a Car As a student driver, you wouldn't expect us to teach you about the inner workings of the car in order to get from one spot to another. Rather, you would expect to hear about the rules of the road and the technique required to make the car perform certain maneuvers. In much the same way, we won't be creating a computer engineering guidebook. We are going to cover concepts at a higher level. To steer the car analogy in a different direction, as a student mechanic you're going to learn how to change the oil, swap out the seats, and adjust the suspension. We're not going to teach you every technical engineering aspect of internal combustion, aerodynamics, and the like. Looking for a way to invigorate your technical writing team and grow that expertise to include developers, designers, and writers of all backgrounds? When you treat docs like code, you multiply everyone's efforts and streamline processes through collaboration, automation, and innovation. Second edition now available with updates and more information about version control for documents and continuous publishing. Featuring complete details on syntax, structure, and controls, this book explains how ASP.NET offers a revolutionary new approach to developing dynamic content for the Internet or an intranet. Using an object-driven approach to development, it explains

how to code in a variety of namespaces, manage data from multiple sources, and work with IIS and server directories. Also develop a product catalog, shopping cart, and customer management e-commerce solutions using three chapters of sample applications. Microsoft's C# ("C sharp") is a modern, object-oriented programming language built from the ground up to exploit the power of XML-based Web services on Microsoft's new .NET platform. With its Visual C++ development system heritage, C# will enable millions of C and C++ developers to use existing skills to rapidly build sophisticated XML-based .NET applications. Why Will Web Developers Switch to C#? ...Because it's the ideal solution for C and C++ programmers who need to combine rapid development with the power to access all the functionality of the Microsoft.NET platform. They want an environment that is completely in sync with emerging Web standards and one that provides easy integration with existing applications. C#.net Web Developer's Guide will enhance developer productivity and help them eliminate programming errors that can lead to increased development costs. This book teaches Web developers to quickly and easily build solutions for the Microsoft .NET platform. Web developers will learn to use C# components to build Web services and applications that are available across the Internet, from any application running on any platform. \* Timely coverage of newly released product - programmers and developers are anxious to learn about the new technology \* Comes with Syngress' revolutionary wallet-sized CD containing a printable HTML version of the book and all of the source code examples and demos of popular C# upgrade and programming tools Explores the open source framework for developing maintainable applications, covering topics such as modeling the domain, implementing the user interface, and advanced model and view development. ASP.Net Web Developer's Guide provides information to make use of Microsoft's newest Web development platform. ASP.NET is a revolutionary programming framework that enables the rapid development of powerful web applications and services. Part of the emerging Microsoft .NET Platform, it provides the easiest and most scalable way to build, deploy and run distributed web applications that can target any browser or device. ASP.NET (formerly referred to as ASP+) is more than the next version of Active Server Pages (ASP); it is a unified Web development platform that provides the services necessary for developers to build enterprise-class Web applications. ASP .net Web Developer's Guide assists Web developers to quickly and easily build solutions for the Microsoft .NET platform. Programmers who are expert in asp and other languages will find this book invaluable. This book will appeal to all web developers - regardless of what language they are using or what platform they will be using. Comprehensive Coverage of the Entire .net Framework for B2B commerce. Over 75% of network attacks are targeted at the web application layer. This book provides explicit hacks, tutorials, penetration tests, and step-by-step demonstrations for security professionals and Web application developers to defend their most vulnerable applications. This book defines Web application security, why it should be

addressed earlier in the lifecycle in development and quality assurance, and how it differs from other types of Internet security. Additionally, the book examines the procedures and technologies that are essential to developing, penetration testing and releasing a secure Web application. Through a review of recent Web application breaches, the book will expose the prolific methods hackers use to execute Web attacks using common vulnerabilities such as SQL Injection, Cross-Site Scripting and Buffer Overflows in the application layer. By taking an in-depth look at the techniques hackers use to exploit Web applications, readers will be better equipped to protect confidential. The Yankee Group estimates the market for Web application-security products and services will grow to \$1.74 billion by 2007 from \$140 million in 2002 Author Michael Cross is a highly sought after speaker who regularly delivers Web Application presentations at leading conferences including: Black Hat, TechnoSecurity, CanSec West, Shmoo Con, Information Security, RSA Conferences, and more \*PHP--a server-side, embedded HTML scripting language--is used to develop dynamic Web content. \* Hot language--Red Hat and Mitsubishi are among the companies that use PHP as their Web development solution. It's also the most popular Apache module. \* This book provides the tools and information needed to build dynamic Web applications and databases with PHP 4. \* Covers installation, configuration, database connectivity, working with XML and CGL, and much more. \* Includes details on the new features in PHP 4, including shared memory support, the new Zend engine, and XML support. Master the advanced concepts of PL/SQL for professional-level certification and learn the new capabilities of Oracle Database 12c About This Book Learn advanced application development features of Oracle Database 12c and prepare for the 1Z0-146 examination Build robust and secure applications in Oracle PL/SQL using the best practices Packed with feature demonstrations and illustrations that will help you learn and understand the enhanced capabilities of Oracle Database 12c Who This Book Is For This book is for Oracle developers responsible for database management. Readers are expected to have basic knowledge of Oracle Database and the fundamentals of PL/SQL programming. Certification aspirants can use this book to prepare for 1Z0-146 examination in order to be an Oracle Certified Professional in Advanced PL/SQL. What You Will Learn Learn and understand the key SQL and PL/SQL features of Oracle Database 12c Understand the new Multitenant architecture and Database In-Memory option of Oracle Database 12c Know more about the advanced concepts of the Oracle PL/SQL language such as external procedures, securing data using Virtual Private Database (VPD), SecureFiles, and PL/SQL code tracing and profiling Implement Virtual Private Databases to prevent unauthorized data access Trace, analyze, profile, and debug PL/SQL code while developing database applications Integrate the new application development features of Oracle Database 12c with the current concepts Discover techniques to analyze and maintain PL/SQL code Get acquainted with the best practices of writing

PL/SQL code and develop secure applications In Detail Oracle Database is one of the most popular databases and allows users to make efficient use of their resources and to enhance service levels while reducing the IT costs incurred. Oracle Database is sometimes compared with Microsoft SQL Server, however, Oracle Database clearly supersedes SQL server in terms of high availability and addressing planned and unplanned downtime. Oracle PL/SQL provides a rich platform for application developers to code and build scalable database applications and introduces multiple new features and enhancements to improve development experience. Advanced Oracle PL/SQL Developer's Guide, Second Edition is a handy technical reference for seasoned professionals in the database development space. This book starts with a refresher of fundamental concepts of PL/SQL, such as anonymous block, subprograms, and exceptions, and prepares you for the upcoming advanced concepts. The next chapter introduces you to the new features of Oracle Database 12c, not limited to PL/SQL. In this chapter, you will understand some of the most talked about features such as Multitenant and Database In-Memory. Moving forward, each chapter introduces advanced concepts with the help of demonstrations, and provides you with the latest update from Oracle Database 12c context. This helps you to visualize the pre- and post-applications of a feature over the database releases. By the end of this book, you will have become an expert in PL/SQL programming and will be able to implement advanced concepts of PL/SQL for efficient management of Oracle Database. Style and approach The book follows the structure of the Oracle Certification examination but doesn't restrict itself to the exam objectives. Advanced concepts have been explained in an easy-to-understand style, supported with feature demonstrations and case illustrations.

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